

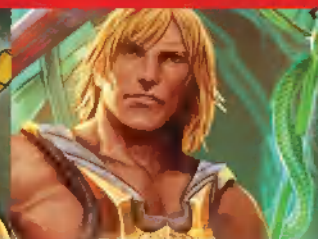


HE-MAN AND THE MASTERS OF THE UNIVERSE

A CHARACTER GUIDE AND
WORLD COMPENDIUM

VOLUME ONE

ALSO FEATURING
SHE-RA, PRINCESS
OF POWER





The background of the entire cover is a vibrant red. Radiating from the center are numerous golden-yellow lines that create a sense of depth and energy. Scattered along these lines are small, stylized figures of characters from the He-Man universe, appearing to fly or move towards the center. The main title is a large, three-dimensional logo with a blue-to-white gradient and a thick yellow outline. The words "HE-MAN AND THE" are in a smaller font above "MASTERS", which is the largest word, and "OF THE UNIVERSE" is below it. A small "TM" trademark symbol is visible to the right of the logo.

HE-MAN AND THE MASTERS OF THE UNIVERSE™

A CHARACTER GUIDE AND
WORLD COMPENDIUM

== VOLUME ONE ==



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ABOUT THE CONTENT OF THIS GUIDE

Welcome, Young Warriors!

Guard this tome, for it contains many of the universe's greatest secrets! But before you proceed with unleashing the power within this guide, I have some important notes regarding its contents...

Masters of the Universe is a thirty-five-year-old property—and its sister property, Princess of Power, is nearly the same age—and its mythology is spread across many canons. My Scribes have made a great effort to include as much as possible, but some things may have accidentally fallen into the Tar Swamp. If an obscure location or one-off race of beings didn't make it into this book, the Scribes of Scrollos sincerely apologize.

Other things were left out on purpose. Before we explain why, let's define a few terms.

- ✦ **Categories:** these are the main chapters of the guide, which include "Characters," "Beasts, Creatures & Monsters," and so on.
- ✦ **Entries:** these are the individually named items in the guide. For example, "He-Man" is an entry.
- ✦ **Canons:** these are the sections within an entry that pertain to the source of the information. Each canon section bears a date and title.

It must be noted that my Scribes worked under certain guidelines. They steered clear of behind-the-scenes or developmental sources, such as interviews, convention panels, intercompany bibles, production art, or unused concepts. For licensed publications, cartoons, movies, and other official sources, they tried to avoid including things that were unnamed. That said, some weapons and artifacts attached to named characters did merit their own entries. And finally, they did not use some canon source material if its story content was minimal (for example, this guide excludes coloring book canons). But rest assured that as many canons as possible have been chronicled here, to the best of my Scribes' abilities.

Also, please note that the dates of the canons refer to the year the individual canon started, rather than the year in which

the entry appeared within that canon. For instance, while a character may not have appeared in the Filmation *He-Man and the Masters of the Universe* cartoon until 1984, these cartoon entries are dated 1983, the year the cartoon debuted.

My Scribes also tried to include images for as many canons as possible. But due to space limitations, they could not use images for every single canon. On top of that, some entries do not even have images, so your imagination must do the work!

You will also notice that the entries don't include all possible canon sections in which that entry appeared. In cases where an entry's appearance, personality, or actions did not differ significantly from those described in the previous canons, a section will have been left out to avoid redundancy. For example, one character may have a canon section for the 1983 Filmation cartoon, but the section for the 1986 Marvel Star comics, in which the character's story was nearly identical, will have been left out.

Lastly, in the world of Masters of the Universe, the line between categories is often blurry. As a case in point, the distinction between a character and a beast is almost impossible to discern at times. Battle Cat could easily fall into either of the aforementioned categories. So if you don't see your favorite green tiger in "Characters," then it's because he's in "Beasts."

In the interest of maintaining my records, I value the input of those of you who want the most from the information housed within these pages. Therefore, if you discover something that you feel is missing or incorrect, please contact the eternal guardians of Dark Horse at heman@darkhorse.com with details. The Ancients willing, we may be able to include that information in a future edition!

With all of that in mind, we release you now to peruse the greatest guide created to date for the worlds of He-Man and She-Ra. I hope you find the answers you seek!

Be brave!

Scrollos

FOREWORD

IT WAS ALWAYS MORE THAN JUST A TOY

The first time I met He-Man, the Death Star above Endor had just blown up. I was a *Star Wars* kid, wandering the aisles of the local toy shop, searching for my next fix, something to get me by until Episode 7. (There was going to be an Episode 7, right? Hope sprang eternal.) And there he was. A mass of muscles on muscles. A furry Speedo that would make Conan blush. Towering over his puny 3 ¾-inch competitors, this “He-Man” could snap Luke Skywalker like a Twix bar.

And he wasn’t alone. Stationed on the shelves beside him: warrior goddesses, savage henchmen, cosmic enforcers, lords of destruction, allies, enemies—Masters of the Universe.

I brought home as many as my mom would allow, and it got better. Packaged with each figure was a minicomic. There was crazy stuff going on in those books. A wild mash-up of sci-fi and fantasy. And at the center of it all was this relatable barbarian (no Prince Adam back then!) with one half of a magic sword, just trying to do right in the world.

And then came Filimation: Orko, Cringer, “I have the power!” This universe kept expanding, getting more faceted and deeper (and now in limited 2D animation!).

But it all came back to those toys—aptly named characters with built-in creature features: Moss Man was

really mossy; Stinkor really stank! Like countless other kids, I spent hours coming up with plots for these plastic titans. Did you know Teela and Mekaneck were really estranged brother and sister? No? Hey, don’t knock my kid continuity.

And that’s the thing. All those stories that kids everywhere come up with? They’re all true and just as valid as anything seen in comic books or on TV. It’s one of the things that makes Masters of the Universe so compelling. It draws from so many genres and has been embroidered by so many storytellers over the years that there’s no one continuity. It’s a living myth, and every He-Man fan has the power to be a mythmaker, a Master of the Universe.

As you thumb through this book, you can feel that spirit on every page. Dark Horse and their team of determined archaeologists and forensic experts have mined the depths of every incarnation of Masters of the Universe and laid bare every fact, facet, and fallacy. They’ve produced an indispensable guide for fans who want to relive the past of Masters, as well as for those who want to rebuild its future. They’ve captured the multiverse in a bottle, while also revealing its core truth: We all have the power.

It was always more than just a toy.

ROB DAVID

Head Writer & Producer

Mattel Creations

Content Development and Production

November 29, 2016

A red-tinted comic book illustration. In the foreground, a muscular man with short hair is shown from the waist up, wearing a simple loincloth and arm guards. He holds a sword aloft in his right hand, with motion lines indicating a powerful swing. His left hand is clenched in a fist. In the background, the head of a dragon with large, sharp teeth and a crown-like structure on its head is visible. The entire scene is set against a red background with a stone wall texture.

CHAPTER 1

CHARACTERS

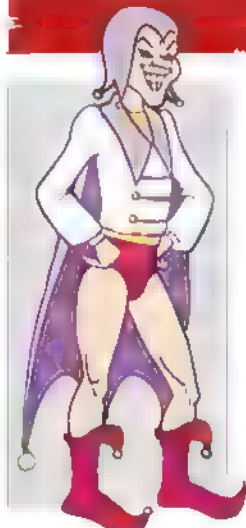
ABRAM



1983 FILMATION MOTU ANIMATED SERIES

Abram was a farmer located near Mount Krona. Although he was a young male, he had gray hair and spoke with a surprisingly aged voice.

ACROBAD



Evil Horde

Lightning-fast reflexes
Leaping great heights
and distances

1985 FILMATION POP ANIMATED SERIES

The sinister and mischievous Acrobad, alongside Dr. Drome, traveled throughout Etheria, seeking ways to make easy money. Despite his low intelligence, Acrobad was a gifted acrobat capable of high leaps and had fast reflexes. He stammered in a singsong voice.

ADE-REN

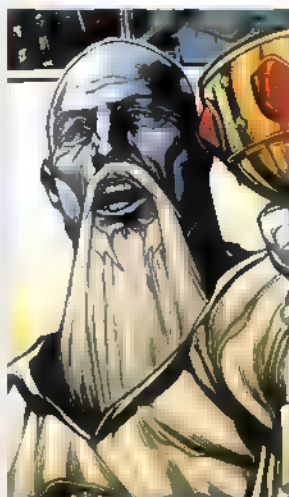


Skilled con artist
Thief

1986 UK MOTU COMIC MAGAZINES

Ade-Ren was from Jayms-Town, a peasant village in the Fright Zone. Tempted by the ways of evil, he concocted a scheme to rob all his fellow villagers. He donned a Horde Trooper costume of his own making and demanded the villagers hand over their gold, jewels, and other valuables. Hordak exposed him as a fraud, shackled him, and took him off to Doom Tower for punishment.

ADI



Council of Elders
Gar

2012 DC MOTU COMICS

Lord Adi was a wise Gar sage and a trusted member of King Grayskull's Council of Elders. Fearing King Grayskull's power and possible corruption after defeating the Evil Horde, he directed the Gar race to betray and destroy Grayskull's kingdom. He manipulated Grayskull's handmaiden, Saryn, to drug and murder King Grayskull with a cursed blade.

It was later revealed that Adi was really King Hssss. The evil serpent ruler had at some point in the past consumed the Gar sage and wore his skin as a disguise.

IMAGE COURTESY OF DC COMICS

ADMIRAL SCURVY



Evil Horde

Laser-blaster eye

1985 FILMATION POP ANIMATED SERIES

Cold and calculating, Admiral Scurvy oversaw the Horde ocean operations on Etheria. He showed mercy for no one; his only fondness was for Squall, his overweight cat, whom he cradled and nurtured like a mother would her baby.

The top right quarter of Admiral Scurvy's head was metal, and an eye patch covered his right eye. The eye patch was hinged and could flip open to reveal a blaster capable of firing a blast so powerful that he was able to knock Sea Hawk's ship, the *Solar Sailor*, out of the skies. The thin Horde pirate dressed in a green coat with a red Horde symbol on his chest that completed his Horde pirate look.

TRIVIA: Admiral Scurvy was designed to resemble Mick Jagger of the Rolling Stones.

ADORA

II
Leader of the Great
Rebellion
Princess of Eternia
Horde Force Captain
Horde Enforcer

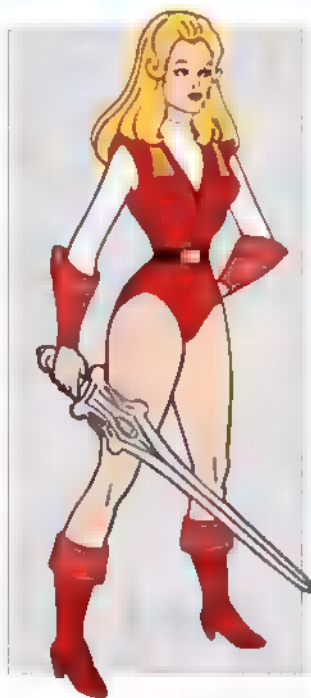
She-Ra
Despara

Transforming into She-Ra
Leadership

Great Rebellion
Royal Family of Eternia
Evil Horde
Princesses of Etheria

Sword of Protection
Laser pistol

Military tactics



1985 FILMATION POP ANIMATED SERIES

Princess Adora and her twin brother, Adam, were born to King Randor and Earth-born Queen Marlena during the Evil Horde's invasion of Eternia. Knowing the twins held a special destiny, Hordak attempted to kidnap them both but managed to escape with only the infant Adora through a dimensional gateway to Etheria.

With no knowledge of her true heritage, Adora was raised on Etheria as a member of the Evil Horde. Though Hordak oversaw her upbringing, Adora was raised by Shakra and Shadow Weaver. Shadow Weaver used mind-control spells to ensure that Adora never questioned her history or Horde activities. The evil Hordak even displayed fatherly affection and pride toward Adora on occasion.

Adora served under General Sunder and made friends with a woman named Lohani. Climbing in the Horde

ranks, she was promoted to the rank of Force Captain. Force Captain Adora led a squad of elite warriors created from Horde science and magic. As an officer, she commanded respect, even from other Horde members, especially Catra. The Horde members begrudgingly acknowledged her rank and dared not show any open disrespect.

During a confrontation with Rebel forces at the village of Thaymore, Adora came in contact with He-Man. Showing her quick thinking and tactics, Adora succeeded in capturing the Eternian champion. She took the Sword of Protection from him and felt a strange connection. After speaking with the imprisoned He-Man, Adora began seeking out the truth about the nature of the Horde. Riding her white steed, Spirit, Adora witnessed the cruelty and evil of the Horde. She also began to resist Shadow Weaver's magic.

The Sorceress later appeared within the sword's jewel and encouraged Adora to call upon the honor of Grayskull. Adora raised the Sword of Protection. She spoke the words "For the honor of Grayskull! I am She-Ra!" Adora transformed into She-Ra, Princess of Power, forever breaking Shadow Weaver's magical influence on her.

After an emotional reunion with her parents on Eternia, Princess Adora chose to return to Etheria and fight against the Horde. Upon joining the Great Rebellion, Adora became its leader. The princess was loved and admired by her fellow Rebels and the free people of Etheria. Unlike her brother, she made no effort to play the coward to protect her dual identity. The First Ones described Adora as brave, wise, swift, agile, and a friend to all, the qualities of She-Ra.

Although they had been separated for much of their lives, Adora and her brother shared a strong and loving bond. It is unknown how often Adora returned to Eternia, but it is assumed that she did on occasion. She always welcomed a visit from her twin brother and even her long-lost grandfather, Miro. Adora and Madame Razz were both friends and confidants, and her horse, Spirit, offered her wisdom in addition to companionship. Adora displayed great empathy toward those in need and was always willing to give aid.

Adora's primary romantic interest was Sea Hawk, though she was uncertain whether the pirate preferred her or She-Ra. Eventually, Sea Hawk confessed his feelings to Adora, and their romance blossomed.

1985 FILMATION MOTU/POP ANIMATED CHRISTMAS SPECIAL

The Filmation Christmas special established that the birthday of Adora and her twin brother Adam coincided with the winter festivities on Eternia, the same time of year during which planet Earth celebrated Christmas.

1985 POP MINICOMICS

As in the Filmation animated series, Princess Adora was kidnapped from the Royal Family of Eternia as an infant, by Hordak. But unlike the Filmation story, she discovered her destiny when she stumbled into the Crystal Castle while being pursued by Catra through Etheria's Dark Forest. Invoking the power of good through her magic shield,



TRIVIA: In the early minicomics, Adora said, "By the honor of Grayskull!"

Adora learned that she could transform into She-Ra by raising her sword and saying, "For the honor of Grayskull!"



1985 GOLDEN POP BOOKS

The Golden books closely followed the Filmation animated origin of Adora. The only deviation was that she watched over and protected Etheria from her home, the Crystal Castle.

1986 GERMAN POP AUDIO PLAYS

The German POP audio plays gave their own unique portrayal of Adora.

Residing in her Crystal Palace, Adora was the ruler of Etheria and loved inviting her friends over. When danger threatened, she raised her sword and cried, "I

am She-Ra!" to transform into the Princess of Power. Adora did not have a secret identity.

Adora was the only Etherian princess immune to Catra's flattery. She was depicted as kind and loyal to her friends. She even had romantic feelings for Bow.

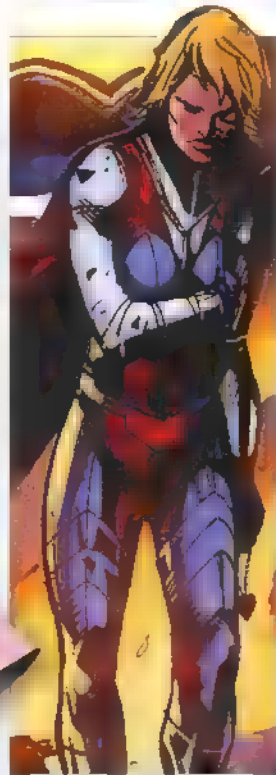


IMAGE COURTESY OF DC COMICS

2008 MOTU CLASSICS

Following the Filmation canon, the Classics story introduced a prophecy which foretold that twins born of two worlds would wield the Power of Grayskull. Adora, daughter of King Randor of Eternia and Queen Marlena of Earth, was one of these twins, along with her brother, Adam.

2012 DC MOTU COMICS

The 2012 DC comics reworked Adora's backstory, keeping the basic Filmation elements and adding fresh details with a more violent background. While being raised by Shadow Weaver after her kidnapping, Adora was given the name Despara. As a very young child, she was allowed to have a taste of normalcy and visit Eternia, where she befriended young Teela. The two would play and read stories in the palace gardens.

In a time paradox, Adora was raised by Skeletor and Shadow Weaver. Adora was trained in combat and tactics by

Skeletor, her "uncle," who became a surrogate father to her. Skeletor was once destroyed by Hordak, but Skeletor undid his own destruction through time travel and formed a paradox where Adora was and was not raised by her "uncle." Hordak commanded Shadow Weaver to erase any memory of Skeletor from Adora's mind.

Despara became a Force Captain and the Horde's most lethal warrior. She commanded Horde Troopers and brutally subjugated the people of Etheria. She murdered Flutterina in combat and burned villages to the ground. She showed no mercy until she spared a young child. Surviving an assassination

attempt by Bow, Despara began to have flashes of repressed memories.

When Despara led the Horde invasion of Eternia, her repressed memories began to surface completely. Despara broke Shadow Weaver's spell over her and resumed her true name. Adora wandered Eternia until He-Man, guided by the new Sorceress, gave her the cursed blade that had slain King Grayskull. Together, they traveled to Anwat Gar. There, the cursed blade brought Adora's Horde upbringing to the forefront, and she slit He-Man's throat. Guilt ridden, Adora broke the curse and confronted the cursed Saryn, who had possession of the Sword of Protection. Destroying Saryn with the cursed blade, Adora obtained the Sword of Protection and became She-Ra.

During the Eternity War, She-Ra was able to kill Hordak's spirit and destroy the Eyes of Grayskull, saving the entire universe with her brother.



IMAGE COURTESY OF DC COMICS

AGAR

AGAR



1983 FILMATION MOTU ANIMATED SERIES

Agar was a prominent farmer on Eternia and Garda's father. When the Belots began stealing Eternian crops, the noble farmer aided the Heroic Warriors and taught his son how to be a responsible adult.

AGENT ALPHA

Evil Warriors

Reconnaissance

1986 UK MOTU COMIC MAGAZINES

Agent Alpha was the leader of a secret spy ring serving Skeletor in exchange for payment. His spies scouted Eternia for information to sell Skeletor. Agent Alpha witnessed the powers of the new Heroic Warrior Clamp Champ as he traveled to join the heroes. Using an electronic communicator on his wrist, Agent Alpha gathered his spies and captured Clamp Champ for a high reward. In the end, Clamp Champ overpowered Agent Alpha and his spies, bringing them to Eternos City to face justice.



AGNAR

Wolf People

1988 UK WORLD MOTU ANNUALS

Long ago, Agnar was the leader of the Wolf People, ruling through the power of a sacred statue carved in her likeness. The statue was later stolen by the pirates of the *Tradewind*. It was said that whoever possessed the statue would rule the Wolf People.



AHKTAR

Artist

1987 UK WORLD MOTU ANNUALS

Widely known as the greatest painter on Eternia, Ahktar quietly lived in a cabin in the woods. His talent was such that he could capture nature in his paintings with the most exquisite detail. Ahktar had painted the portrait of the young Prince Adam when the latter was a child, and on a later occasion he noticed a certain resemblance between the prince and He-Man.

AIR BAG

Masters of the Universe



2008 MOTU CLASSICS

Air Bag was one of the new Masters of the Universe serving under the heroic King He-Man when the evil Horde Queen Despara invaded Eternia. He went underground with the Masters of the Universe and King He-Man when the Unnamed One attacked Eternia. Air Bag later fought in the Third Ultimate Battleground.

AKRA

1986 UK MOTU COMIC MAGAZINES

Akra was the husband-to-be of Queen Neja, a powerful sorceress who ruled over the planet Majesta, in the Korlite Galaxy. An extraordinarily handsome nobleman, Akra was banished to the loathsome Nightworld by the vengeful sorcerer Wraithbinder after Neja defeated him in a cosmic duel. He was rescued by He-Man and returned to Queen Neja, lifting a curse that had been placed on her. The couple returned to Majesta to start their life together.



ALCON



People of Primus

Scientific genius

1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES

One of the four great scientists of planet Primus, Alcon was often the most dominant member of the group, acting as their spokesperson with Master Sebrian. He had an enormous ego and frequently took credit for the

collective achievements of the four scientists. Alcon often attempted to name their inventions after himself.

Though initially terrified at even the mention of the Mutants, Alcon was forced to step up during the Mutant conquest and occupation of Primus. Alongside his fellow scientists, he went into hiding in the wilderness and helped discover a defense against Skeletor's Anadroids. Afterward, Alcon went on missions with the Galactic Guardians and supported them with his scientific expertise. He and Gepple often worked together; Gepple's more mellow personality balanced out Alcon's manic behavior. Often, Alcon would sit atop Gepple's enormous hair and ponder a theory.

TRIVIA: The series bible described Alcon as having an unruly mass of black hair that flew in all directions at once, but in the cartoon, he always wore a large red hat.

ALLEPSATSAC

Sorcery

1985 GOLDEN POP BOOKS

Allepsatsac was the complete opposite of her heroic cousin, Castaspella. She even named herself with the backward spelling of her cousin's name. Her dark magic only worked at night. On one Enchanters' Eve, Allepsatsac, with the aid of Catra, attempted to steal the crown of the Kingdom of Mystacor from Castaspella so she could rule over her cousin's realm as the new Wizard Queen. The evil villains failed miserably in their scheme, thanks to the combined efforts of She-Ra and Castaspella.



AMBASSADOR BIMO

Galactic Guardians
Mytes

Blaster

1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES

The Myte ambassador to Primus, Bimo first came to Primus to negotiate a trade agreement



between the two worlds. He later escorted Ambassador Mara to planet Necron. Bimo was a good friend to the interstellar guardian, Kog.

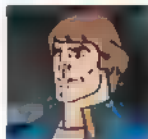
Despite his small stature and mild-mannered personality, Bimo was a tough fighter. In addition to his ambassadorial duties, he helped He-Man and the Galactic Guardians on missions. He even provided some combat training to the Galactic Guardians.

ANANDA

King of Arcadia

Arcadians

Leadership



1983 FILMATION MOTU ANIMATED SERIES

The respected leader of the male populace in the City of Arcadia, Ananda lived in a society where all the males

worked in the mines and held no value to the ruling Queen Sumana. Despite her mistreatment of the males, the queen held a less-than-subtle affection for Ananda, and after the city was saved and the men were finally permitted to live in equality alongside the women, Ananda was crowned King of Arcadia and ruled alongside Sumana.

ANDRA

Heroic Warriors
Lieutenant of the Eternian Guard

Blaster
Sword

Agility
Skilled combat
Swordsmanship

1986 MARVEL STAR MOTU COMICS

Andra was a brave warrior serving in the Royal Guard. She trained alongside Teela at the Royal Academy before being posted in the Ice Lands. Andra single-handedly defended outposts against overwhelming odds. She was awarded the Eternian Star of Valor and the rank of lieutenant for her bravery and skills. She was then



transferred to the Royal Palace. She had a tendency to shoot first and ask questions later. During one adventure, He-Man noticed that Lieutenant Andra was unaffected by the Hate Stones, sparking a curiosity about her. Andra had red hair in a distinctive long ponytail and wore a green bodysuit with a brown fur collar.

2008 MOTU CLASSICS

In the Classics canon, Andra knew Adam, Teela, and Clamp Champ from childhood. She later became a lieutenant in the Royal Guard and was the object of a disturbing fixation on the part of Karg, whom she eventually defeated and imprisoned.

TRIVIA

- An unnamed Andra appeared as a child in a Classics minicomic where she listened to a story retelling the sad transformation of heroic Prince Keldor into the villainous Skeletor.
- Lieutenant Andra would have received a new look had the Star Comics continued. She would have sported a new costume, a clear visor, and a different hairstyle.

ANDRAS



Heroic Warriors

Skilled inventor

1986 MARVEL STAR MOTU COMICS

In an alternate timeline where Prince Adam lost the ability to transform into He-Man, Andras became the successor of Duncan following his death, upholding the tradition of Eternia's Man-At-Arms and wearing the warrior's armor. He had been raised to some degree by that timeline's Prince Adam, who had promised Andras's mother he would watch out for the young man. Following the destruction of Castle Grayskull, Andras aided in the rebellion to overthrow Skeletor's forces and return freedom to Eternia.

ANDROS

ANDROS



Spear

1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES

Andros was the leader of a group of ram-horned warriors who served Skeletor at Snake Mountain on Eternia. He captured and imprisoned Captain Hydron and Lieutenant Flipshot when they time traveled to Eternia.

ANGAST

King of the Realm of Evil

Staff

Council of Evil

Sorcery
Teleportation

1983 FILMATION MOTU ANIMATED SERIES

The horrifying Angast was king of the Realm of Evil and ruled over the descendants of the Council of Evil. The powerful sorcerer could bridge dimensions. Crafty and dangerously clever, the menacing creature often took advantage of those far weaker than him. Angast rode atop a winged demon pet, seeking to capture the Starchild so that he could use her power to activate a gateway to Eternia.

ANGIA



1986 MOTU NEWSPAPER STRIPS

Angia was an Eternian news reporter and chief rival of Clarice Tarton.

ANGUS

1983 FILMATION MOTU ANIMATED SERIES

Angus was the operator of a lighthouse positioned near the port of the *Fairwind* and father to his irresponsible son Opie. Angus attempted to show his son the importance of lighthouse work.



ANTI-HE-MAN

The Most Powerful Man in the Counter-Universe

Sword of Power

Anti-Masters of the Universe

Superhuman strength

1984 GERMAN MOTU AUDIO PLAYS

Anti-He-Man was the master of Anti-Eternia, a hellish world located in the Universe of Darkness. The evil counterpart to He-Man, Anti-He-Man had black skin and red hair. He was completely evil and undefeated in combat. He would raise his sword and call upon the power of Hell-Grayskull. Anti-He-Man entered Eternia when Skeletor built a World Converter and used it to open an interdimensional gate between the two realities. Instead of joining forces with Skeletor, Anti-He-Man threw him out of Snake Mountain. He later challenged He-Man to combat, Anti-He-Man vanished when Man-At-Arms and Skeletor destroyed the World Converter.



2008 MOTU CLASSICS

When Adam invoked the Power of Hellskull, he became Anti-He-Man and used his newfound strength to overthrow his home world, Anti-Eternia. Anti-He-Man first came to Eternia through a gateway created by the World Converter, and challenged He-Man to combat. Their battle ended when Skeletor and Man-At-Arms sent Anti-He-Man back to his realm. He returned during King He-Man's reign and challenged his counterpart again. During the battle, a recently reactivated Faker attacked both combatants. Their three-way struggle devastated swaths of countryside and ended when Anti-He-Man pulled Faker with him through the vortex to Anti-Eternia.

TRIVIA: When the Anti-He-Man figure was released in the MOTU Classics line, the Mattel ad copy changed "Hell-Grayskull" to "Hellskull."

ANTI-MAN-AT-ARMS

Anti-Masters of the Universe

1984 GERMAN MOTU AUDIO PLAYS

Anti-Man-At-Arms was an evil, completely black counterpart to Man-At-Arms from Anti-Eternia. He came to Eternia when Skeletor built a World Converter and opened an interdimensional gate between both realities. Helping his master, Anti-He-Man, Anti-Man-At-Arms used his own black Wind Raider to shoot down the approaching Wind Raider of He-Man and Man-At-Arms. In the end, Anti-Man-At-Arms vanished when Skeletor and Man-At-Arms destroyed the World Converter.

ANTI-ORKO

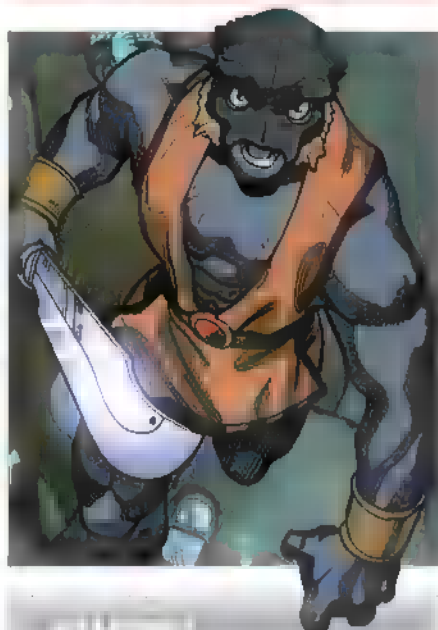
Anti-Masters of the Universe

Magic

1984 GERMAN MOTU AUDIO PLAYS

Anti-Orko was an evil counterpart to Orko from Anti-Eternia. He came to Eternia when Skeletor built a World Converter and opened an interdimensional gate between both universes. As Anti-Orko looked exactly the same as the Eternian court magician, he was able to get near He-Man and Man-At-Arms, intending to kill both with his magic. When Orko arrived, both magicians cast spells against one another. While all of Orko's spells began with "Orko from the magic land," Anti-Orko's began with "Orko from the mages land." Along with all the other Anti-Eternians, Anti-Orko vanished when Man-At-Arms and Skeletor destroyed the World Converter.

AQUARUS



Sword

Telepathic communication with sea life

2002 MVMCREATIONS MOTU COMICS

Aquarus was the sworn defender of the Mer-Folk who lived in a pocket civilization on the outer banks from the areas ruled by Mer-Man. He fought against Mer-Man but ultimately lost the battle when Mer-Man commanded his giant fish to devour the hero. Aquarus could telepathically communicate and command sea life. He was shown to be compassionate toward his fellow Mer-Folk.

AQUATA

People of Primus

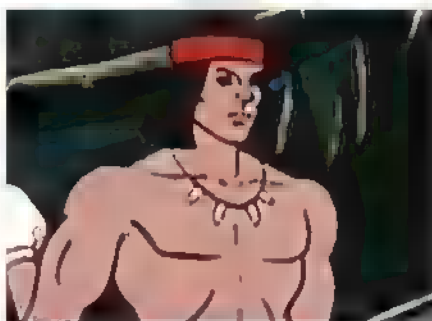


1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES

Hydron's younger sister Aquata stayed behind in the underwater city of Serus when her brother left for the surface of Primus.

She played a key role in running and defending the city. She always felt that Hydron was too modest and did not take enough credit for his achievements.

ARAN



Battle wand

1983 FILMATION MOTU ANIMATED SERIES

Aran was hotheaded and skilled in the ways of a warrior. Along with his partner Oona, Aran sought power and glory by serving Skeletor. When they acquired the legendary Masks of Power, Aran was transformed into Demos. Rescued by He-Man, Aran saw the error of serving evil and vowed to reform.

AREMESH



Nearly indestructible armor

Projecting blasts from hands

1983 FILMATION MOTU ANIMATED SERIES

The evil Aremesh was an Electroid—a robot made of pure energy—who traveled from Orko's dimension of Trolla in search of the Dimension Sphere that was kept hidden in Castle Grayskull. Aremesh released bursts of energy from his body and hands that were powerful enough to knock Teela, Man-At-Arms, and even He-Man unconscious. Skeletor brought him to Snake Mountain to use him to get hold of the Dimension Sphere. However, Aremesh betrayed Skeletor and returned to Trolla only when He-Man tossed him through a portal opened using the power of the Dimension Sphere itself.

AR-BOR

Farmers of the Mystic Farmlands

Pitchfork

Farming



1983 GOLDEN MOTU BOOKS

Leader of the Farmers of the Mystic Farmlands, Ar-Bor had an ongoing feud with Ramjah and his fishermen, who lived beside the River of Rain. When Skeletor rerouted their river, Ar-Bor made peace with Ramjah and worked together with He-Man to save the lands and repair the damage Skeletor had done.

ARDEN

Sorcery

1985 FILMATION POP ANIMATED SERIES

Norwyn's young apprentice Arden possessed both impressive magical abilities and a thirst for more. He sought out Shadow Weaver and prepared to follow in her footsteps. He became one of the few to see the witch's face when she revealed it to him as part of her effort to gain his trust and draw him away from Norwyn. He eventually learned the error of his ways thanks to She-Ra and her friends. He returned to Norwyn's service a much wiser apprentice.



ARGOS



AFFILIATION
Skylanders

1985 FILMATION POP ANIMATED SERIES

Chief of the Skylanders, Argos was a living tree with branches for hands and roots for feet. Though wise, he was quick to judge She-Ra as part of a warring faction from Etheria's surface. When She-Ra shed a tear, he realized that She-Ra and others were capable of feeling emotion.

ARIANE

1985 FILMATION POP ANIMATED SERIES

Ariane, Cory's innocent younger sister, was captured by the Horde and prepped to attend a school within the Fright Zone. Her capture and subsequent rescue by She-Ra prompted Cory to reconsider his support of the Horde.



ARIEL



ABILITIES
Sorcery

1985 FILMATION POP ANIMATED SERIES

Training under Castaspella, Ariel was a young sorceress who craved independence and responsibility. Determined to prove her readiness, she stole Mystacor's Book of Spells, endangering the kingdom. She learned that power in inexperienced hands was dangerous.

ARKIA

ABILITIES
Dwarves

ABILITIES
Magic

1984 GERMAN MOTU AUDIO PLAYS

Arkia appeared on Eternia as a Trollan when the Indomitable Dragon was moving toward Castle Grayskull. Orko fell in love with her and remarked she had the most beautiful eyes he'd ever seen. The pair flirted heavily until she revealed that she was adept in magic—a rare power among female Trollans. She betrayed Orko, imprisoned him inside the stone walls of Grayskull, and transformed Teela into a small bird.

When He-Man retrieved an amulet from Mer-Man, Arkia asked him to give her "the light." The amulet magically transformed her back into a dwarf, enabling her to calm the Indomitable Dragon, who was her friend. She explained that Skeletor had stolen her amulet and forced her and the dragon to carry out his bidding.

TRIVIA: It was hinted that Arkia was from an entirely different world from Eternia.

ARTHOS



1987 GERMAN EHAPA MOTU COMICS

Arthos was the guardian of the royal legacy of Sartorius, Eternia's neighboring planet. After the death of King Xamul, Arthos organized the traditional tournament to determine a new monarch. After He-Man won the tournament to prevent Skeletor from taking over the planet, Arthos offered him the kingship.

ARTILLA

ABILITIES

Walking Weapons System

Weaponstronic

Galactic Guardians

Built-in lasers

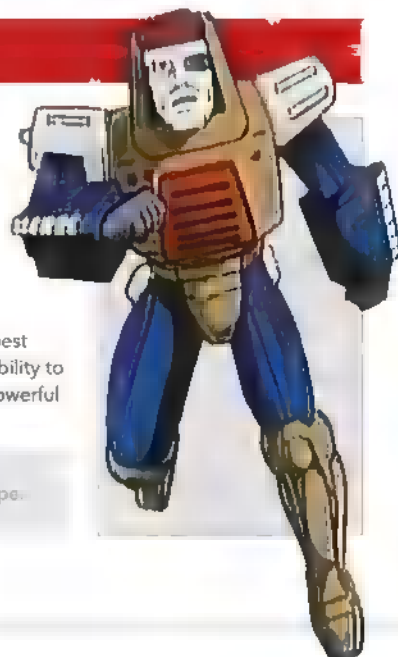
Transformation

1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES

Before joining the Galactic Guardians, Artilla was part of a group of android bounty hunters commanded by a mysterious being known as the Great One. Breaking free of the Great One's influence, he struck out on his own. After a successful mission to stop a damaged spacecraft full of deadly Deenos Gas from crashing into Primus, Artilla was recruited into the Galactic Guardians as their walking weapons system.

Artilla trained new recruits for the Primus army and the Galactic Guardians. He was a harsh taskmaster, accepting nothing less than the best from his trainees. In combat, Artilla possessed great strength and the ability to transform his hands into a variety of weapons and lasers. His lasers were powerful enough to punch through Kritorium Steel.

TRIVIA: Artilla's action figure was dubbed "Weaponstronic" in Europe.



ASTRAL

Sorcery



1985 GOLDEN POP BOOKS

The shy young daughter of Endor, Astral wanted nothing more than to grow up. Her father had frozen himself and his family in time to prevent his wife from succumb-

ing to an illness. When She-Ra healed Endor's wife, Astral was at last allowed to grow older.

ATTENDANT MOZZ



1986 UK MOTU COMIC MAGAZINES

Attendant Mozz was on the council of Sven-Town, a small village in the North Fields of the Fright Zone on Eternia. When the council was unable to pay its taxes to the Horde, Mozz summoned a local fiddle player, whose fiddle possessed powers of hypnosis, to the council chamber, intent on using him to hypnotize Grizzlor and send him away empty handed when Grizzlor came to collect the tax.

AUBURNIA

Sorcery

1986 UK MOTU COMIC MAGAZINES

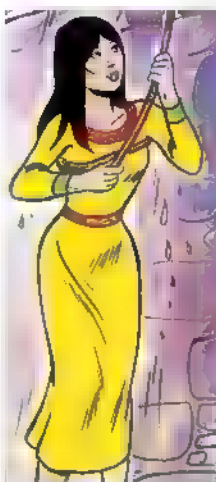
Auburnia was a sorceress from the planet Amazonia. She was an old friend of Orko's and



had given him two magic lamps, each containing a powerful genie. She later advised Orko when the genie from the first lamp caused too much trouble.

AZANA

Free People of Etheria



1987 UK WORLD POP ANNUALS

Young and raven haired, Azana lived in a village situated in the Patchwork Hills of Etheria. She harbored a deep loathing for Adora, who had once led a force of Horde Troopers to her village and taken away her brother, Landor, the famous cartographer. She was later reunited with her brother thanks to the efforts of the Great Rebellion.

AZ-KEW



1986 UK MOTU COMIC MAGAZINES

Az-Kew was the secretary of New Burrow, a village located near Snake Mountain. He was kidnapped by Jitsu and Spikor to prevent the signing of a treaty. He was eventually rescued by He-Man and Man-At-Arms.

A-ZOR



Serulans

Sword

Swordsmanship

1983 GOLDEN MOTU BOOKS

A-Zor was the bearded leader of the Serulans, a band of ragged barbarians from another dimension. He was a skilled swordsman and the arch-nemesis of the villainous Ver-Dant. A-Zor encountered He-Man and Moss Man when they followed one of the Bronzaurs through a portal. A-Zor informed He-Man that Skeletor had been there and taken a Thought Machine device. He-Man returned the device to A-Zor so he could defeat Ver-Dant.

AZDAR



Council of Evil

Hammer

Strength

2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES

Azdar was a purple giant who wielded a massive metal hammer, with which he wrought large-scale destruction. A bully and troublemaker, Azdar joined his fellow giants Belzar and Chadaz in attempting to steal the Crystal of Prasinus from the Veridas village. Defeated by Buzz-Off, Azdar and his fellow giants later joined Skeletor's Council of Evil. When they discovered that Skeletor's plans had failed and they were no match against He-Man and the Masters, the giants left the council and fled.

AZROG

AZROG



Wand

Sorcery
Teleportation

1983 FILMATION MOTU ANIMATED SERIES

Azrog was an evil, heartless Trollan villain who had an almost demonic appearance. A small creature named Karg often perched on Azrog's shoulder. The creature could grow in size and serve as a transport. Despite having great confidence in his own magical abilities, Azrog was often foiled by Montork. When he joined forces with Spydra, he took possession of her mind. His wand was later destroyed, and Azrog lost all his magical abilities.

BAAL

1986 BRAZILIAN EDITORA ABRIL
MOTU COMICS

The fanged and brutish barbarian known as Baal led a group of warriors called the Falcons. The bare-chested Baal was clad in a simple golden loincloth and wore armlets. Baal and his group of warriors were aligned with Skeletor and desperately wanted to obtain the Radionics Machine from Eternia's own lost city of Atlantis.



BANDWIDTH

King Grayskull's
Masters of the Universe

Staff

2008 MOTU CLASSICS

Bandwidth was one of King Grayskull's Masters of the Universe in Preternia. The Heroic Warrior fought in the First Ultimate Battleground. He was present when the time traveler Dare returned to the future. Bandwidth later attended the funeral for the fallen wizard He-Ro.

TRIVIA: Bandwidth's face greatly resembled
Man-E-Faces' robot face.

BARON APOLOS



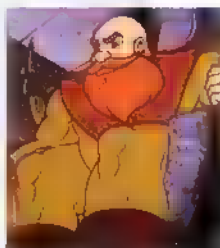
1986 MARVEL STAR MOTU COMICS

Baron Apolos ruled over the levitating city of Helios. He was the guardian of the Healing Gem and would forbid anyone from using its awesome power. However, he owed King Randor a great debt and allowed Prince Adam and Teela to use the gem.

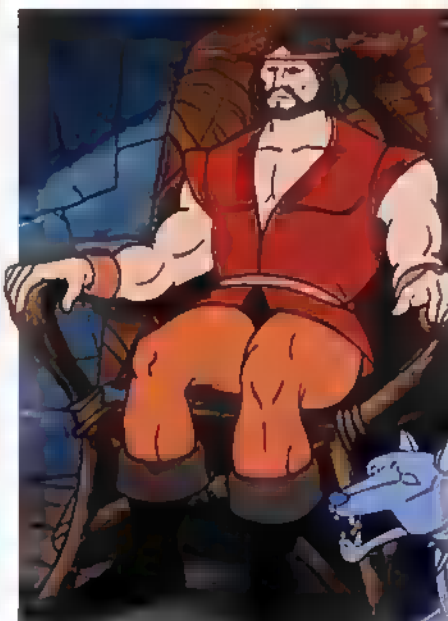
BARON CONDORE

1985 FILMATION POP ANIMATED SERIES

The large and gruff Baron Condore was a power-hungry warlord who attempted to become the ruler of the Kingdom of Highpoint in Sand Valley. He commanded an army of warriors and sophisticated machinery from his Castle Condore. He was the primary cause of a bitter war between his own realm and the kingdom of Highpoint, which he plunged into a period of famine and drought. He eventually made peace with Prince Norb of Highpoint.



BARON GROD



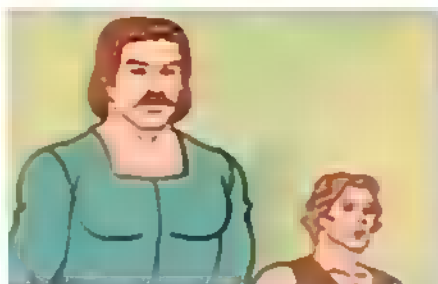
Crossbow

Skilled huntsman

1983 FILMATION MOTU ANIMATED SERIES

Baron Grod was a nobleman with a strong desire to hunt. He demonstrated his blind desire to obtain a trophy when he was informed that he would be hunting the last unicorn on Eternia. Enraged that his hunt could be stopped, he enlisted the aid of Gamrak to capture those that opposed him. He realized his folly after being hunted himself.

DARRIS



Great Rebellion

1985 FILMATION POP ANIMATED SERIES

Barris, alongside Therin and Vesser, openly spoke of rebelling against the Horde in the village of Gailbreth. Although prepared to take great risks, Barris feared Horde science. When his voice was stolen by Shadow Weaver, Barris was more than ready to assist the Great Rebellion. When his voice was restored, he pledged allegiance to the Rebellion.

BARTON



Cosmic Converter

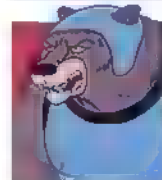
1986 UK MOTU COMIC MAGAZINES

Barton was an intergalactic criminal wanted on fifty-three deep-space worlds. He possessed the Cosmic Converter, which caused any living being to enter a trance-like state and obey the wielder's commands. The green-skinned alien had planned to use the Cosmic Converter to rule the various planets where he waged a campaign of piracy. Instead, Skeletor took the device for himself and used his sorcery to deliver Barton to the Galactic Patrol.

DEAR MAN

Game Master's slaves

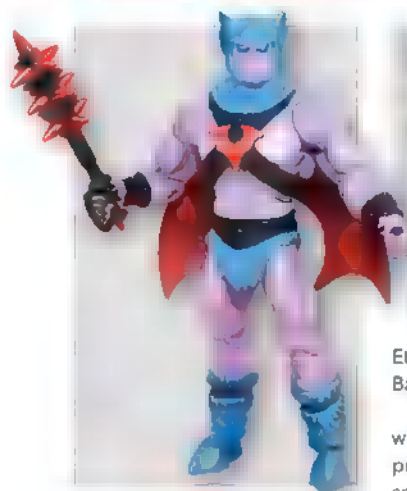
Brute strength



1983 FILMATION MOTU ANIMATED SERIES

A warrior slave of the Game Master, Bear Man was a large, powerful creature with great strength, large claws, and razor-sharp teeth. He appeared to be savage by nature, though he peacefully walked away when the Game Master was defeated, returning home through a time corridor created by the Sorceress.

BATROS



Evil Master of Theft

Mace

Wiley

Sorcery

Stealth

Flight

Evil Warriors

1983 FILMATION MOTU ANIMATED SERIES

Batros, a winged villain from the Dark Side of Eternia, stole all of Eternia's books and sought an alliance with Skeletor, who valued Batros's intelligence.

Batros's pride in his own intelligence proved to be his greatest weakness. He often complimented himself on his own intellectual prowess when alone. He had some mastery of magic and could conjure ghostly snake-like creatures and make them solid.

2008 MOTU CLASSICS

Batros came from a race of half-man, half-bat pirates who lived deep in the Dark Hemisphere of Eternia and were known for their treachery. Once named Wiley, Batros was a mercenary for hire who despised cooperation but pragmatically opted to work with Skeletor to improve his chances of claiming the Powers of Grayskull for himself.

DAY-BUR

1986 UK POP COMIC MAGAZINES

Day-Bur was an elderly storyteller from a village on Etheria. He entertained the children with a story of how he beat Hordak with one hand tied behind his back in his youth. He claimed that Hordak begged for mercy. His story was interrupted when Hordak appeared and demanded that Day-Bur call She-Ra to the village.



BEAST LORD



Masters of the Universe

Control over animals

2008 MOTU CLASSICS

Beast Lord was one of King Grayskull's original Masters of the Universe. He fought beside a disguised, time-traveling He-Man. He also fought in the First Ultimate Battleground and later attended the funeral of the fallen He-Ro.

TRIVIA: Beast Lord greatly resembled the Evil Warrior Beast Man, who lived five thousand years later.

BEAST MAN

Savage Henchman
Mercenary

Biff Beastman
The Beast Man
Raquill Rqazz

Evil Warriors
Beast Men
Beast People
Demons of Evil

Whip
Stun whip
Electron whip
Sword
Laser pistol
Fangs and claws

Telepathic animal control
Brute strength
Agility
Supersenses



1982 MOTU MINICOMICS

Beast Man was Skeletor's orange ape-like savage henchman. Continually portrayed as the Lord of Destruction's chief underling, he readily followed his master's commands. Possessing great strength and low intelligence, Beast Man was always ready for a fight, though he frequently displayed cowardice, particularly in the face of punishment from Skeletor. At times, he wielded mysterious hand weapons which produced fiery blasts.

TRIVIA: In the minicomic *He-Man and the Power Sword*, Beast Man's last media appearance, he was commemorated for "starting with the minicomic *The Vengeance of Skeletor*, he sported his traditional orange coloring."

1982 DC MOTU COMICS

As in the minicomics, Beast Man was portrayed as utterly savage and subservient to Skeletor. It was further established that he was the leader of the Beast Men, his blood-thirsty warrior race.



1983 FILMATION MOTU ANIMATED SERIES

In the series, Beast Man was initially portrayed as vindictive and nasty, often resenting Skeletor's leadership. The series shifted him into the role of the bumbling henchman, often providing comic relief and inadvertently foiling Skeletor's schemes. His strength and other talents were regularly underappreciated by Skeletor. Despite disliking his master, Beast Man seemed to possess a twisted love for his role among the Evil Warriors and went to great lengths to preserve it.

Beast Man's most recognizable power, telepathically controlling animals, solidified during the Filmation series. If he lost consciousness, he would lose control over any creature under his command. Beast Man stated once that he would be relatively powerless without the power of Snake Mountain behind him. Shadow Beasts were apparently the only creatures that followed his orders without the need for mind control.

Much like many other Evil Warriors, Beast Man occasionally struck out on his own endeavors, often teaming up with Trap Jaw.



1983 MOTU MINICOMICS

In a subtle change from his earlier minicomic appearances, the later minicomics showed Beast Man with a measure of independence from Skeletor, hatching some beastly schemes on his own. In addition to controlling animals, he could also control foul creatures, such as ghouls.



1983 GOLDEN MOTU BOOKS

In contrast to earlier canons, the Golden books established Beast Man as having originally been a human astronaut from Earth named Biff Beastman. While he was serving as a technician on Marlena's space shuttle, a great evil magic transformed Biff Beastman into Beast Man when the shuttle crashed onto Eternia's Dark Hemisphere.

1983 LADYBIRD MOTU BOOKS

The Ladybird books introduced new abilities and behaviors for Beast Man. He easily pursued his enemies by swinging from tree to tree and often bellowed a terrifying battle cry that caused the animals of the forest to cower and flee. Additionally, Beast Man commanded his own minions—the Beast People.



1984 GERMAN MOTU AUDIO PLAYS

Diverging from other canons, the German audio plays provided a very different origin for Skeletor's savage henchman. Long ago, Beast Man was his people's greatest scientist. He was forced to work for Skeletor until he discovered the Tablet of the Lost Mages. Realizing the dangers the tablet could pose in the wrong hands, Beast Man threw the tablet into a volcano.

When he refused to reveal the tablet's location, Skeletor attempted to force the information from him with poison. The pain caused Beast Man's mind to deteriorate and made him dumb, turning him into a willing servant for Skeletor. Even though he only remembered those events under hypnosis, Beast Man was aware that he had not always had such a low intellect.

Though he was fierce in battle and wielded an electron whip, his lack of intelligence often proved a challenge, as he would fail to understand even simple plans and quickly forget the tasks he'd been given. He feared nothing save spiders.





1984 GERMAN INTERPART-CONDOR MOTU COMICS

Beast Man was Skeletor's willing henchman who never questioned any command. His low intellect was paired with a ferocious temper and brutal force. His blind devotion to the Lord of Evil was unmatched among the Demons of Evil. Constantly trying to please his master,

Beast Man did not hesitate to attack anyone who stood in the way. Made immune to Mer-Man's ice sword by Skeletor, he disarmed the Ocean Warlord, only falling to the cosmic powers of Zodac. Usually paired with Trap Jaw, Beast Man was able to fight with a sword or a whip. His greatest power, though, was his strength, which enabled him to stand on equal ground against Grizzlor and even knock over Hordak when the evil leader took the shape of a gigantic robot. Beast Man carried out any order given by the evil Skeletor.

1985 FILMATION POP ANIMATED SERIES

Portrayed much as he was in the Filmation MOTU series, Beast Man appeared to appreciate the beauty of Adora, calling her a "pretty princess," but he was unable to keep her captive. Despite his failures, Beast Man's formidability was demonstrated in his final appearance in a Filmation show when, during a team-up with Trap Jaw, he used his great power to overthrow Sweet Bee's entire race.



1986 UK MOTU COMIC MAGAZINES

In this canon, Beast Man could control animals and telepathically summon them from anywhere on Eternia, as well as alter their personalities. His power over animals only failed when he was faced with a particularly ferocious creature. He spoke the tongue of the apes of

the Howling Forest, who were in his servitude and to whom he provided food in return for anything valuable they found which he could use to aid Skeletor. Beast Man once served time in Prisonstar, and he displayed a fear of fire.

1986 BRAZILIAN ESTRELA MOTU MINICOMICS

While Beast Man was an Evil Warrior under Skeletor's command in the Estrela minicomics, he was also known to operate independently at times. In one instance, Beast Man attempted to trap He-Man and Man-At-Arms in a prehistoric lost world. He used his power of animal control to attack the heroic duo with a large bird. In the Estrela minicomics, Beast Man was a beige color instead of his usual orange. He wore furry brown armor instead of the red armor his action figure wore.



1987 MOTU FILM

Beast Man's 1987 film appearance depicted the savage henchman as inarticulate, only able to communicate through bestial growls. Referred to as "the Beast Man," he was introduced as a mercenary and one of Skeletor's finest warriors.

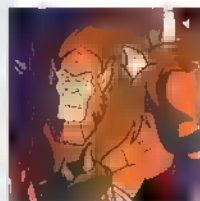
DISGUISES



WAGONMASTER: The Wagonmaster was a disguise and persona adopted by Beast Man in order to infiltrate the Royal Palace. Despite not being magical in nature, the costume and mask concealed his identity well.

1983 | *Filmation MOTU Animated Series*

He was primarily shown fighting with his bare hands, but also made use of a sword and laser pistol. When Saurod was vaporized by Skeletor's magic, Beast Man immediately groveled for mercy. Beast Man was last seen escaping with Evil-Lyn and Karg.



2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES

With his core attributes largely unchanged in the MYP animated series, Beast Man was depicted as a somewhat more dull-witted but loyal henchman. He maintained a bestiary within the caverns of Snake Mountain and had an adversarial relationship with Evil-Lyn. He often gloated when Skeletor

implemented his ideas over her objections. He openly growled and showed his disdain for her on several occasions.

Most notably, Beast Man used his power over animals to control griffins, Shadow Beasts, and Serpintaurs. He even briefly controlled Man-E-Faces' monster form. Only dragons could resist his will.

2002 MVCREATIONS MOTU COMICS

Building on his portrayal in the MYP animated series, the MVCreations comics depicted Beast Man as a native of the Berserker Islands. His sense of smell allowed him to detect approaching enemies. He was wanted for the savage killings he made. Keldor thought he could subdue Beast Man into his service. He initially overtook a young Keldor

and almost started eating him until they were both captured by the island natives. Once he witnessed Keldor's power, Beast Man swore loyalty to the exiled prince.



2008 MOTU CLASSICS

Blending elements from several depictions, the Classics canon added some fresh details to Beast Man's characterization. In his youth, the Vine Jungle exile Raquill Rqazz sported fur that was as red as his victims' blood. One of Keldor's first recruits, Raquill joined forces with the young alchemist when the two were caught in a skirmish in the Berserker Islands. When Keldor later became Skeletor, Rqazz served him as Beast Man,

keeper of his menagerie of war beasts. He could control Goat Man, one of the few intelligent humanoids susceptible to his hypnotic powers.

Time did little to tame Beast Man's wicked nature, as even in old age he re-enslaved Goat Man to fight for him and Skeletor's son Skeleteen in the Third Ultimate Battleground.



2012 DC MOTU COMICS

Though largely consistent with his appearances in other media, Beast Man was portrayed in the 2012 DC comics as being a competent commander of Skeletor's troops. He also possessed a savage sense of humor.

Beast Man was caught in an explosion alongside Trap Jaw from a device hidden in Tri-Klops's visor. It was unknown if he survived.

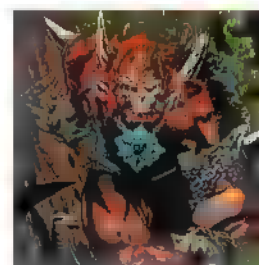
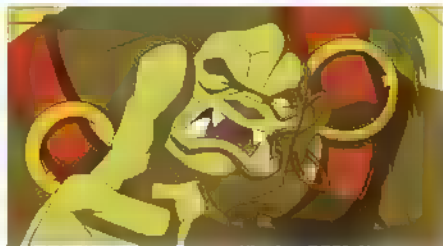


IMAGE COURTESY OF DC COMICS

TRIVIA: In a vision of a possible future, Beast Man was shown as the second in command to a tyrannical King He-Man, wearing Battle Cat's fur as a pelt.

DELZAR

DELZAR



Council of Evil

Mallet

SPECIAL ABILITY
Strength

2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES

Delzar was a green giant who wielded a massive wooden mallet which he took great pleasure in using. Along with his fellow giants Azdar and Chadaz, Delzar attempted to steal the Crystal of Prasinus from the village of Veridas. He was defeated by Buzz-Off. He and his two fellow giants were recruited by Skeletor for the Council of Evil. When the tide turned to the heroes' favor, the trio fled.

DERDEK



1986 UK MOTU COMIC MAGAZINES

Berde, a human alien from an unspecified world, was the victim of a robbery by the intergalactic criminal Galen Nycoff.

BESQUITA

People of Equinos



1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES

One of the people of Equinos, Besquita was Sagatar's girlfriend and a lieutenant under General Niqtor. She gave advance warning when the Evil Mutants tried to lay a trap for He-Man and the Galactic Protectors.

BIGG UGGO



Trollans

1985 FILMATION POP ANIMATED SERIES

Dr. Zoog's henchman, Bigg Uggo, was a Trollan possessing unique physical proportions. He loyally served his master but displayed little individuality.

BIRO

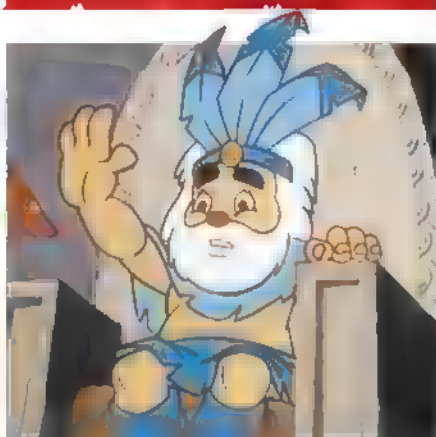


AFFILIATION
Widgets

1983 FILMATION MOTU ANIMATED SERIES

Biro was a headstrong Widget who, when threatened by Mer-Man, revealed the location of the Widgets' Coridite. He later risked his life to make amends.

BIBBET ELDER



Bibbets

1985 FILMATION POP ANIMATED SERIES

The Elder was leader of the Bibbets. He avoided confrontations with the Horde. The Elder sat upon his throne and issued orders to his subjects.

BLACKBEARD

AFFILIATIONS

Monteeg's slaves

Cutlass

Swordsmanship

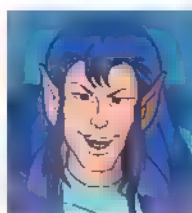


1983 FILMATION MOTU ANIMATED SERIES

Blackbeard was a pirate warrior from ancient Earth who had been captured and made to serve Monteeg. He had a pirate-like demeanor and wielded a cutlass. Though he was allegedly the Blackbeard of legend, he sported futuristic armor and a matching helmet.

BI-LOCK THE KID

Blaster



1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES

Bi-Lock the Kid was a criminal from Gorn City and the brother of Trilock, leader of the Ugly Bunch gang.

BLADE

Evil Master of Swords
Prince of All Pirates
Mercenary

Pair of longswords
Daggers
Laser whip

Ritter

Skilled swordsmanship
Psychic connection to the
souls of the deceased
champions

Evil Warriors
Demons of Evil



1983 MOTU MINICOMICS

Blade was a master swordsman who was pulled into Eternia by Skeletor. An eye-patched ruffian, Blade introduced himself as an Evil Master of Swords. He pulled out two swords and joined Skeletor against the heroes of Eternia.

TRIVIA: Blade's appearance was based on his prototype action figure, which featured a mouth guard.

1984 GERMAN MOTU AUDIO PLAYS

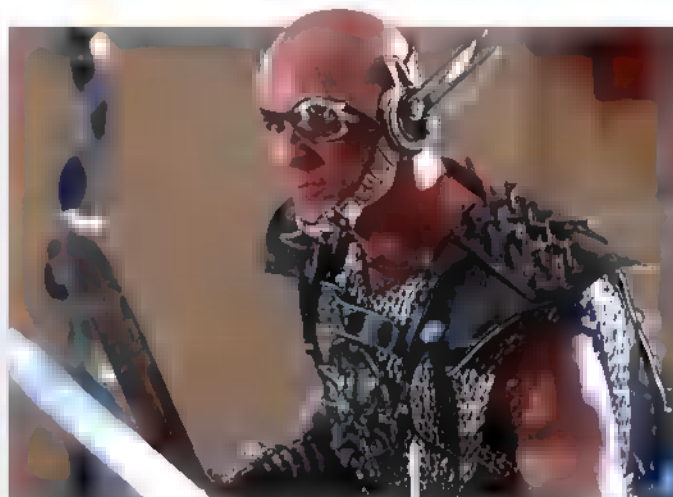
Providing him with a unique origin, the German audio plays established that Blade was one of numerous villains who came to Eternia through the Ghostgate

in the Sands of Time and quickly joined the Evil Warriors. Via meditation, he communicated with the souls of the deceased champions and would even attack his own allies if they interrupted his conversations with the dead. Undeclared in combat, Blade only suffered a single wound, which resulted in the loss of his left eye and, according to Blade, the loss of his opponent's life. Despite this, his vision was undiminished and he continued to fight with dual swords.

1986 MOTU NEWSPAPER STRIPS

The newspaper strips established Blade as a pirate from the planet of Merrian. He swore revenge on the planetary council for his exile. He terrorized the village of Ettlain on Eternia and joined forces with Saurod and Evil-Lyn. Blade betrayed Evil-Lyn and declared himself "Prince of All Pirates." It was also apparent that some history existed between Blade and Teela, the details of which were never made clear. He referred to her as an old friend and taunted her for her position as captain of the guard.

In the end, Blade was captured by He-Man and given over to face justice.



1987 MOTU FILM

In the 1987 film, Blade was introduced as part of a mercenary group that also included Beast Man, Karg, and Saurod. Blade eagerly confronted He-Man and engaged him in sword battle. He displayed jealousy of He-Man for his possession of the Sword of Grayskull and delighted in torturing the hero as his prisoner. He was last seen being thrown by He-Man toward a pit. His final fate remained unclear.

2008 MOTU CLASSICS

In the Classics canon, Blade was a pirate named Ritter from the Kylax system who was summoned to Eternia through a Spell of Light cast by Skeletor. He agreed to work as a mercenary with Skeletor's Evil Warriors and joined their ranks in the Second Ultimate Battleground. Despite losing the war, Blade survived to join a gang of rogue mercenaries and became one of Eternia's most infamous criminals.



BLAST-ATTAK

BLAST-ATTAK

Evil Blast Apart Robot

Program Robot Serial
Number 1710Evil Warriors
Snake Men
Demons of EvilMechanical halberd
Himself
BlasterBody explodes and re-forms
Body splits into two distinct
robots

1983 MOTU MINICOMICS

Blast-Attak was a robotic time bomb created by King Hiss. He was equipped with a timer which created a deadly explosion, splitting his android body in half. His two halves could rejoin after one of his explosions.

TRIVIA:

- Blast-Attak's appearance in the minicomic *Revenge of the Snake Men* was the only time he would be depicted amid the ranks of the Snake Men until the 2009 Classics canon. The character was advertised in the 1980s as an Evil Warrior and was portrayed as such in other media.
- Mechanical tick... tick... tick sounds could be heard whenever Blast-Attak spoke.



1986 MARVEL STAR MOTU COMICS

The robotic Blast-Attak first appeared on Eternia when he was summoned by Skeletor. The rebellious warrior showed no desire to work for anyone and surprised Skeletor and Ninjor by splitting his



body into two fighting halves. A newly returned Faker used his strength to convince Blast-Attak to serve Skeletor, and although Blast-Attak continued to display defiance, he joined the Evil Warriors.

1986 MOTU NEWSPAPER STRIPS

The newspaper strips also depicted Blast-Attak as being allied with the Evil Warriors. Serving as a robotic underling to Skeletor, Blast-Attak worked alongside Scare Glow. He became a double threat by splitting his body in two, resulting in

two independent robot attackers. Although he was an automaton, Blast-Attak was fully sentient, capable of speech and independent thought. He was ultimately arrested by Eternian Palace Guards.

1987 GERMAN EHAPA MOTU COMICS

In the Ehapa comics, Blast-Attak was part of Skeletor's Demons of Evil and, just as in the newspaper strips and Star Comics, was sentient and capable of independent thought.

2008 MOTU CLASSICS

In the Classics canon, Blast-Attak was one of several warriors brought to Eternia by Skeletor's Spell of Light in preparation for the Second Ultimate Battle-ground. Unfortunately for Skeletor, he was quickly stolen by the Snake Men and reprogrammed to join their army. Composed of microscopic nanites, Blast-Attak's body acted as the ultimate smart bomb in battle and could re-form after detonation. His creators gave him only a rudimentary artificial intelligence, and his reprogramming made him more willing to recklessly endanger himself and anybody around him in a fight.



BLASTER

Auto-Guns
Lasso1986 UK MOTU
COMIC MAGAZINES

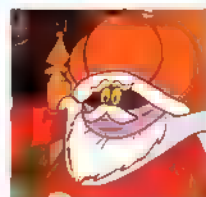
Blaster was a law enforcer from another planet brought to Eternia by Skeletor and placed under a mind-control spell. Skeletor sent Blaster after He-Man. The law enforcer's Auto-Guns were a formidable weapon,

firing in multiple directions at once. Blaster was eventually freed from the spell by He-Man and returned to his home world.

BLIM

High Muck Muck

Trollans



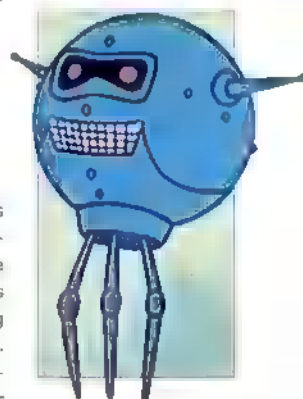
1985 FILMATION POP ANIMATED SERIES

Known as the High Muck Muck and married to Foosabella, the Muckess, the comical Blim ruled Trolla, though it was clear that Foosabella was responsible for making the important decisions. He was merely a figurehead who spent much of his time playing with his flying toy train from his floating chair.

BLINKER

1983 FILMATION MOTU ANIMATED SERIES

Blinker was Prankster's metallic floating robot who simply agreed with everything Prankster said or did. He appeared to have no real use and innocently exploited Prankster as the straight man, inadvertently causing the Trollan to reveal his true name and forcing him back to Trolla. Levitating and spinning around, Blinker answered Prankster's questions in a comically robotic voice.



BOW

TITLE

Special Friend Who Helps
She-Ra
Master Archer of Etheria

OTHER

Kyle Reccula

Great Rebellion

Bow and arrow

Skilled archer

Skilled horseman

Skilled marksman

Harpist

Magician

Master of disguise



1985 FILMATION POP ANIMATED SERIES

Hailed as the best shot in all of Etheria, the charismatic Bow was an important member of the Great Rebellion. He enjoyed the thrill of battle, the romanticism of being a champion for the oppressed, and the adulation of the crowds.

Throughout the animated series, it was strongly implied that Bow had an attraction to both Adora and She-Ra. His closest confidant was Kowl, with whom he shared a history and a strong bond of friendship. Kowl took great pleasure in proving his superior wit and intellect, much to Bow's chagrin. Although never carrying him into battle, Bow's horse, Arrow, accompanied him on many missions.

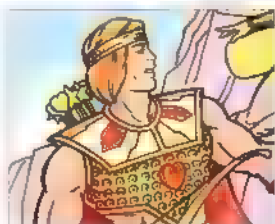
Without magical powers, Bow relied heavily on his skill with a bow and arrow. As a marksman, his accuracy was second to none, even over great distances. He could create a chain reaction of events from a single shot by striking an object with an arrow.

Bow was a musician, and his bow transformed into a harp as needed. His musical talents were not always warmly received. An illusionist, Bow was both highly proficient at sleight of hand and a master of disguise. He could infiltrate Horde bases. Occasionally, he would have to disguise himself to visit friends outside the Whispering Woods, thanks to his fame among the Rebels. With a love for being the center of attention, Bow would entertain crowds as a storyteller.

1985 POP MINICOMICS

A brave and noble hero with a taste for adventure, Bow was an expert archer who felt a strong romantic affection for Adora. In one instance, Catra concocted a plan to enslave Bow's heart. Fortunately, she was thwarted by She-Ra. Later, Bow confessed that Catra would never have succeeded because his heart already belonged to Adora.

Bow was instrumental in saving Etheria from Catra's attempt to blot out the sun and freeze and subjugate the entire planet. He lashed the mystical Ice Blue Diamond to his



arrow and shot it directly into the darkening sun. This action prevented Etheria from becoming a frozen wasteland ruled by the feline femme fatale.



1985 GOLDEN POP BOOKS

In contrast to earlier canons, the Golden books gave Bow the magical ability to sense danger when his heart beat faster. Additionally, his horse, Arrow, could fly, a departure from the Filmation animated series.

1986 GERMAN POP AUDIO PLAYS

The German POP audio plays provided a very different depiction of Bow. Though he was an object of infatuation for all the Princesses of Etheria, including Catra, Bow only loved She-Ra. In addition to warning him when she was in danger, his pounding heart symbol on his chest armor would also send an impulse to She-Ra, alerting her. When an enchanted arrow was shot into his heart by Catra, Bow became an arrogant braggart, only returning to his friendly self after the spell was broken. With his unmatched skill, Bow regularly won the annual archery games.



1986 UK POP COMIC MAGAZINES

Drawing primarily from the Filmation animated series, the UK POP comic magazines expanded the characterization of Bow in a few ways. It was established that he was the leader of the Great Rebellion prior to Glimmer's joining. Further, his bow and arrows possessed magical properties, and only he could operate them.

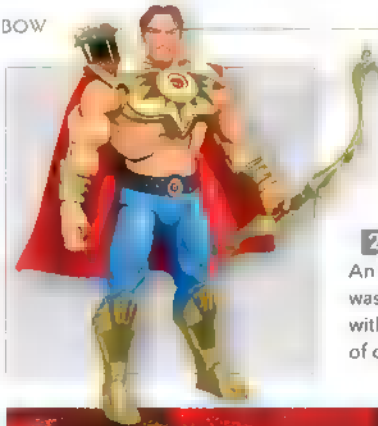


TRIVIA: Unlike in other media, in the UK comic magazines Bow was drawn with black hair, rather than his typical red.

2008 MOTU CLASSICS

Expanding Bow's backstory from other media, the Classics canon established that Kyle Reccula was a noble in Queen Angella's court in the Kingdom of Bright Moon when Hordak invaded Etheria. He took up arms against the invaders and became a member of the Great Rebellion, where his archery skills earned him the nickname "Bow." Each of his arrows had different

BOW



powers, and the magical heart on his breastplate beat faster when She-Ra was in danger, but Bow was really in love with Rebel leader Adora.

2012 DC MOTU COMICS

An Etherian resistance fighter, Bow was the archer who wounded Despara with an arrow during a rare moment of distraction.



IMAGE COURTESY OF DC COMICS

DISGUISES



HORDE INSPECTOR KOWL: Bow assumed the guise of Horde Inspector Kowl while infiltrating a Horde base. He wore a long green coat and a helmet which covered his recognizable face. He was able to charm his way into the base by complimenting Scorpius; the Horde villainess was quite smitten by him.

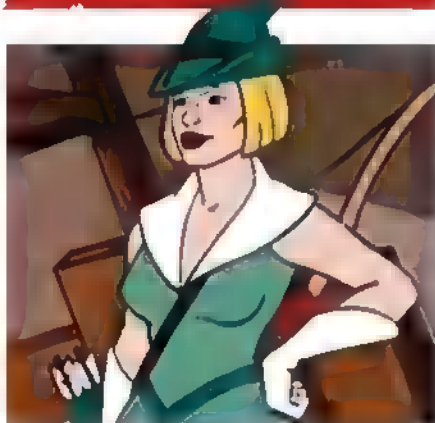
1985 | *Filmation POP Animated Series*



OLD MAGICIAN: This was a disguise used by Bow to briefly infiltrate a group of Horde Troopers. As Bow himself was a master of illusion, the Old Magician performed many entertaining tricks for the Horde henchmen. However, Catra, who'd had an earlier encounter with Bow, saw through his disguise.

1985 | *Filmation POP Animated Series*

BOWENA



Skilled archery marksmanship
Superior agility

1983 FILMATION MOTU ANIMATED SERIES

Bowena was a member of the Tree People of the Crystal Forest. A beautiful blond, she exhibited incredible agility and skills as she swung into the Royal Palace of Eternos. Bowena was a very capable warrior but rather hotheaded. She was known for wearing a short green dress and a Robin Hood hat. At all times she carried with her an exquisite longbow and quiver of trick arrows, and her accuracy with this weapon was without equal. Bowena served as the primary bodyguard of the Starchild.

TRIVIA: The famous Robin Hood hat was never a historically accurate garment. It was first designed for Errol Flynn for the 1938 *Robin Hood* movie.

BRAINWAVE



Defenders of Trolla

Projecting energy beams
from a jewel in his
exposed brain

2008 MOTU CLASSICS

Brainwave was one of the Defenders of Trolla engaged in battle with the Revenge Squad of Lady Slither. He was present when He-Man and Skeletor arrived from their battle with Horde Prime. When Tri-Beast attempted to enslave Brainwave, He-Man intervened, refusing to allow any creature to enslave another. Recognizing the He-Man of legend, Brainwave and the Defenders joined forces with He-Man to protect the Temple of Power from the Revenge Squad and their new ally, Skeletor.

BRAN



1983 FILMATION MOTU ANIMATED SERIES

Bran was Jaymar's wife. She was present when Evil-Lyn unleashed the Creeping Horak upon the Palace of Eternos.

BRIAN

1985 FILMATION POP ANIMATED SERIES



Brian was one of two children who stood up against the Horde. He bravely relayed information to the Rebels during the Horde's domination of a northern Etherian village.

BRINDLE

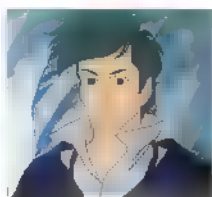
Sorcery

1983 FILMATION MOTU ANIMATED SERIES

Brindle was a gruff, though good-natured, elderly father who wanted nothing more than for his daughter, Lyra, to follow her heart and marry the dragon Torm. Possessing impressive magical abilities, Brindle banished the demon Braylok back to the Realm of Demons.



BROJEE



1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES

Brojee was a young boy from the planet Omega-4. He and his sister, Litha, managed to escape with a group

of other children when their parents were taken captive by Maxis. Later, he helped Caz and He-Man rescue his father.

BROOM

Great Rebellion

Flight

1985 FILMATION POP ANIMATED SERIES

Broom, Madame Razz's anthropomorphized broomstick, though gruff and short tempered, possessed a good heart. He rarely held back his opinions, but he was always willing to help a friend in need. His background with Madame Razz was never revealed. Though the pair argued constantly, they had an enduring friendship and would go to great lengths to help and protect one another.

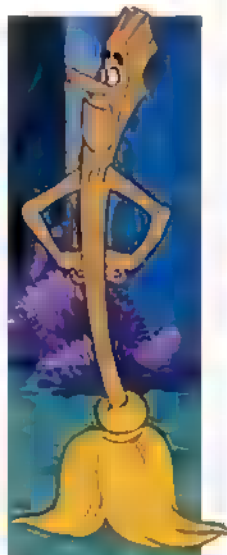
Broom sometimes reminded Razz of particular spells and possessed a fair amount of knowledge about Etheria itself. Though unable to perform magic, he could fly and was capable of carrying up to two passengers, despite his frail appearance.

1986 UK MOTU COMIC MAGAZINES

The UK MOTU comics established a friendship between Broom and Orko when Broom took a day off and went by himself to visit Orko on Eternia.

1986 UK POP COMIC MAGAZINES

In the UK comics, Broom was portrayed as a very warm-hearted character who could be timid when on his own. Feeling no one took him seriously because he was a broom, he longed to be a hero for the Rebellion himself, and on one occasion when he was quick witted enough to outsmart Grizzlor and foil a Horde scheme, he discovered he could be a hero in his own right.



BRUAR



Sword

Innate body armor

1986 BRAZILIAN EDITORA ABRIL MOTU COMICS

A crystalline warrior from the planet Zal-Kron, Bruar was Queen Zal's personal bodyguard. Along with being a skilled combatant, he had a body made of pure crystal, granting him incredible protection against enemy attacks.

BRÜLL

1986 GERMAN POP AUDIO PLAYS

Brüll was a giant who lived near the Silver Falls on Etheria, claiming them as his own and preventing anyone from approaching them. Word was that anyone who attempted to reach the Silver Falls would be crushed beneath Brüll's large feet. He had a son, to whom he once gave Loo-Kee's flying rocking horse as a birthday present.

BRUSH-MENDER

Great Rebellion



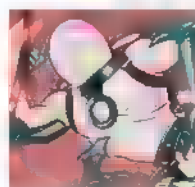
1985 LADYBIRD POP BOOKS

Brush-Mender was known for mending objects. He was often employed by Madame Razz to repair Broom when he was damaged.

BUBBLOR

Revenge Squad

Arm-mounted cannon



2008 MOTU CLASSICS

A member of Lady Slither's Revenge Squad, Bubblor arrived on Trolia through a crack in space-time. As servants of the Unnamed One, Bubblor and the Revenge Squad attempted to seize the Temple of Power. He was later commanded by Skeletor.

TRIVIA: Bubblor often appeared deflecting attacks from Compactor.

DUCK WEST-STAR



Lasso

1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES

Buck West-Star was the owner of West-Star, an enormous entertainment spacecraft themed like a western rodeo, which he ran with his young daughter, Ferl. Buck once assisted He-Man in fighting the Mutants and rescued his daughter from Slush Head and Mutant troopers.

BUTTHEAD

BH

Evil Mutants

Blaster

Charging and head-butting enemies



1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES

Referred to as "BH" in the *New Adventures of He-Man* animated series, Butthead was a prominent member of Flogg's Evil Mutants. His primary mode of attack was to charge and head-butt his adversaries. It remains unknown whether he had advanced cybernetics or just a thick skull. He was frequently teamed with Quakke, with whom he shared a friendship. The pair were often chosen by Skeletor to carry out various schemes. Aboard the Mutant Mothership, Butthead was in charge of the vehicles in the docking bay.

Though a formidable opponent in battle, he was rather dimwitted, perhaps even more so than Slush Head. His low intelligence was once such a problem that Skeletor attempted to use a brain amplifier on BH. The plan backfired when Butthead grew so intelligent that he refused to follow orders.

BUZZ-OFF

Heroic Spy in the Sky
Lord of Andreenos
Master of Wasps

Tzzzzt zzz zTTTzz (unpronounceable buzzing sounds)

Heroic Warriors
Masters of the Universe
Bee People
Andreenids

Axe
Bladed battle staff
Lance
X-ray goggles

Flight
Painful sting
Super sight and smell
Control over wasps



1983 FILMATION MOTU ANIMATED SERIES

Buzz-Off was leader and representative of Eternia's Bee People—humanoid bees that lived in colonies and harvested Eternia's honey. He often discussed matters of state with King Randor at the Royal Palace and aided the Heroic Warriors. He flew and scouted large areas with his X-ray vision goggles. As a warrior, he possessed greater-than-average strength and used a lance weapon capable of electrical discharges. Buzz-Off was good friends with Mekaneck, and the two made a formidable team when paired together.



1983 MOTU MINICOMICS

Expanding on his Filmation characterization, the minicomics showed Buzz-Off to be an accomplished aerial fighter as well as an excellent scout and spy. He possessed a natural form of radar which would alert him to dangers. His claw hands could neutralize opponents with a painful sting. A talented composer of tall tales, Buzz-Off was infamous for relating gruesome stories around the campfire, causing many of his fellow warriors to disbelieve him at times.



1984 GERMAN MOTU AUDIO PLAYS

While Buzz-Off maintained a bee-like portrayal in other media, the German audio plays depicted him as the official Master of Wasps, who had the ability to control all of Eternia's wasps. He resided in a domed castle on Wasps Rock, located in the Mystic Mountains. Buzz-Off also possessed a special fondness for the honey he collected from bees in the Evergreen Forest.

1984 GERMAN INTERPART-CONDOR MOTU COMICS

The Master of Wasps could hear and see everything. As nothing escaped his insect eyes, he was a valuable scout for the Masters of the Universe. Buzz-Off's specialty was low-level flight above hostile territories.



1986 UK MOTU COMIC MAGAZINES

In the UK comics, Buzz-Off was often paired with Stratos, patrolling the skies for danger. It was established that he was faster than Stratos, especially when flying great distances. As in other media, Buzz-Off served as a spy for the heroes, but his compound eyes, in contrast to the Filmation animated series, allowed him to see great distances in sharp detail. He also possessed a prismatic visor, which gave him insect vision when he pulled it over his eyes. Additionally, Buzz-Off possessed incredibly sharp teeth, which could be used as a weapon as well as enabling him to escape from certain traps.

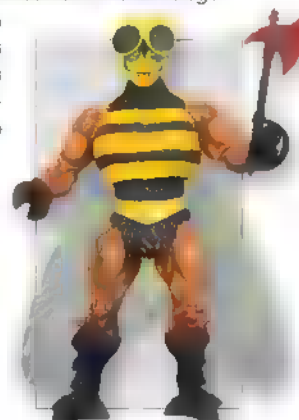


2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES

Unlike in earlier canons, the MYP animated series gave Buzz-Off a strong supporting role. As the prideful leader of the Andreenids, Buzz-Off was mistrustful and suspicious of outsiders and was portrayed with a somewhat inflated ego. He showed no interest in the events outside his own kingdom until Skeletor stole several food reserves and nearly caused a war between the Andreenids and the Avionians. He let the taunts from his opponents upset him and make him reckless. He also got a little harsh with his ribbing toward other Masters at times, but he always had the best intentions and worked at improving himself.

2008 MOTU CLASSICS

Drawing largely from his MYP animated series portrayal, the Classics added Buzz-Off leading the Andreenids in battle against the Horde and the Snake Men at the Second Ultimate Battleground.



BYLON

Darmi

1983 FILMATION MOTU ANIMATED SERIES

Bylon was a member of the Darmi—a small group of humans adorned in togas that lived on the war-torn planet Mero. In order to amuse themselves, they watched and gambled on dragon fights in their arena. Bylon, unlike the other Darmi, displayed regret for his situation and was the quickest to see the error of his ways. He swore to rebuild Mero alongside Cara and Verdor.



CAGS



1986 UK MOTU COMIC MAGAZINES

Cags was a young girl who got into an argument with another playmate. She was calmed by Moss Man.

CALEB

Juggling

1985 FILMATION POP ANIMATED SERIES

Caleb was a talented elderly circus performer and father to Drew and Marsh. When Drew was kidnapped by King Darkspur, Caleb bravely volunteered to rescue his son by infiltrating Castle Darkspur.



CALIX



Evil Horde Rock Man

Axe-crossbow combination

Callix

Body crumbles to pebbles and re-forms

Evil Horde

2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES

Calix was a member of the Horde during Eternia's ancient past. He was destroyed by Hordak when he delivered news of the Horde's losses after their victory over the Snake Men.

2008 MOTU CLASSICS

The Classics canon changed the spelling of the character's name and gave him a deeper backstory than his brief MYP appearance. Callix was a young Vebex Rock Man from the Tri-Solar System when the Horde Empire recruited him. His keen insight and perspectives into the strategies of the Horde's enemies helped him rise quickly, and he became the lead military adviser to Hordak. He accompanied Hordak to Eternia in an attempt to guarantee He-Ro's demise. He became embroiled with Hordak and the Horde in the Great Wars. He possessed the ability to crumble into pebbles and re-form his body, making him an indestructible warrior.



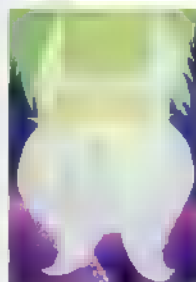
CAMBRO

1983 FILMATION MOTU ANIMATED SERIES

The giant Cambro was made an outcast by those around him, who feared him for his great size. As a result, he remained mute for many years until he met Orko, when the two were captured by the Keeper to use as exhibits in his freak show. Cambro was revealed to have an extensive knowledge of science and machinery, which he used to enable his and Orko's escape. A very impressed Man-At-Arms made him his laboratory assistant.



CANDOR



Sorcery

1985 FILMATION POP ANIMATED SERIES

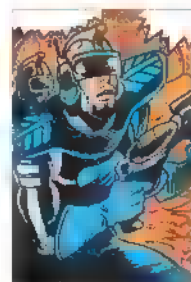
An elderly wizard, Candor taught magic to Eli from within his mountaintop cavern. After teaching, he would sleep for one hundred years, which would have made him one of the oldest beings on Etheria, even older than Madame Razz.

CAPTAIN BLACK

Laser gun

1986 BRAZILIAN EDITORA ABRIL MOTU COMICS

Captain Black was a leader among Skeletor's helmeted troopers. He had a scraggly beard and wore a helmet, goggles, and shoulder pauldrons. He also carried a large laser gun and wore dark-colored armor.



CAPTAIN BRON



CAPTAIN BRON

Snow People

Mace

Military leader and strategist

1985 FILMATION POP ANIMATED SERIES

Captain Bron was one of the highest-ranking officials of Frosta's army in the Kingdom of Snows. Strong willed, he rarely accepted advice from anyone, though he respected Frosta's orders. He rashly led his people to war against the Selkies when he believed they had captured Frosta.

CAPTAIN DAVRO

Royal Guard

1984 UK WORLD MOTU ANNUALS

Captain Davro commanded King Randor's largest solar-sailing ship, the *Silver Star*.

CAPTAIN DIPPER

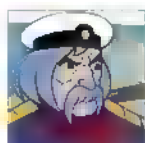


1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES

Captain Dipper was a rabbit-like alien who owned a space caravan. He gave in to Skeletor's subtle threats and provided him safe passage to Primus.

CAPTAIN FALK

Skilled sea captain



1983 FILMATION MOTU ANIMATED SERIES

Captain Falk commanded the *Fairwind*, a ship that journeyed to the mysterious island of Avatar. With his great respect for the Royal Family of Eternia, he found it difficult to speak to Adam without referring to him as "Prince," much to Adam's amusement.

CAPTAIN VALK

Evil Mutants



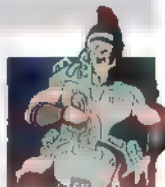
1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES

Captain Valk was a robotic Denebrian. He delivered Flogg's peace offering, the Zeps, to the people of Primus.

CAPTAIN WILKIN

People of Equinos

1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES
Captain Wilkin served in General Niquor's army for the planet of Equinos. His forces were overwhelmed while trying to beat back an attack by Flogg and the Evil Mutants.



CAPTAIN ZANG

Mytes

Blaster



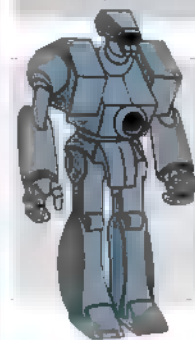
1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES

Captain Zang was a commanding officer in the Myte space force. He captained President Pell's flagship.

CAPTRON

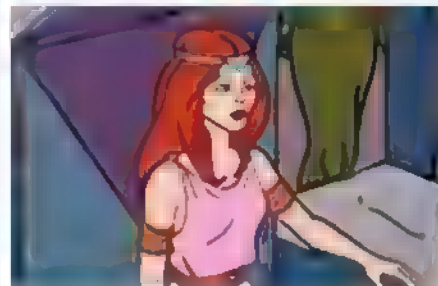
Evil Horde

Entrapment of enemies in energy cage



1985 FILMATION POP ANIMATED SERIES
Captron was an imposing and lumbering Horde robot that captured its foes in an energy cage. It responded to direct commands and was slow to react.

CARA



Darmi

1983 FILMATION MOTU ANIMATED SERIES

Cara was a member of the Darmi, a small group of humans adorned in togas who lived on the war-ravaged planet Mero. In order to amuse themselves, they watched and gambled on dragon fights in their arena. Cara showed a degree of admiration for He-Man when she witnessed him in combat against their champion Bellatron and was the only member of the Darmi willing to bet on He-Man over Bellatron. Initially arrogant and aloof, Cara eventually saw the error of her ways and swore to rebuild Mero alongside Bylon and Verdor.

CARRA



1986 MOTU NEWSPAPER STRIPS

Carra was the proprietor of the Magic Emporium in the Marketplace of Eternos. He was short of stature and had a prominent mustache. Carra could be a bit of a prankster and once donned a fright mask to scare Teela, Orko, and Gwildor.

CASTASPELLA

USE

Enchantress Who Hypnotizes
Queen of Mystacor

OTHER NAME

Esmeralda

AFFILIATIONS

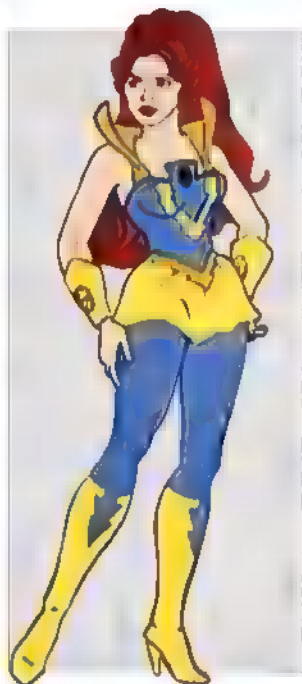
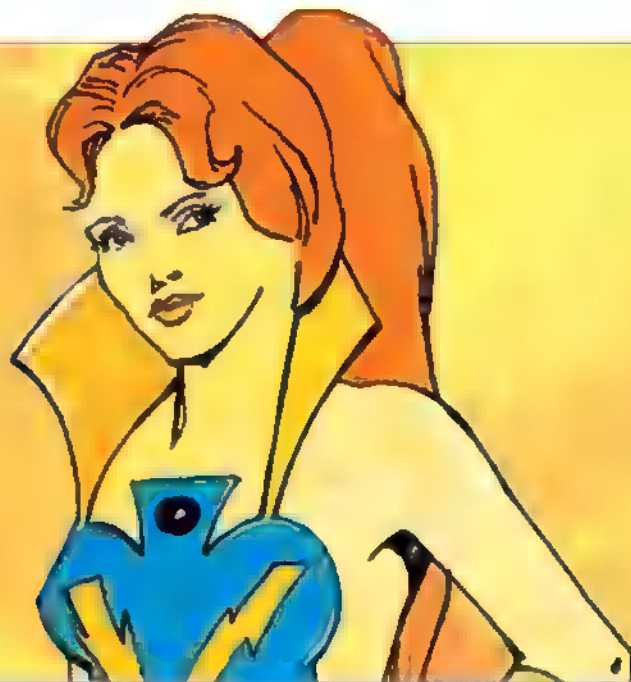
Great Rebellion
Evil Horde

WEAPONRY

Hypnotic disk
Magical blasts

SPECIAL ABILITIES

Sorcery
Hypnotic spells
Teleportation
Astral projection
Precognition



1985 FILMATION POP ANIMATED SERIES

A powerful enchantress, Castaspella ruled the kingdom of Mystacor on Etheria. She was temporarily dethroned when Mortella seized the throne and transformed Castaspella into an elderly woman with only a fraction of her power. She regained her throne with the help of She-Ra and Bow.

In her youth, she was trained alongside Shadow Weaver by the wizard Norwyn. Their shared history eventually made them the bitterest of enemies. Castaspella later taught magic to the next generation of spell casters.

As one of the most powerful magic users on Etheria, she could perform a wide range of spells, including stun blasts and teleportation. Castaspella had a strong personality and on occasion displayed a notable lack of patience. She also took a strong liking to Prince Adam upon meeting him.

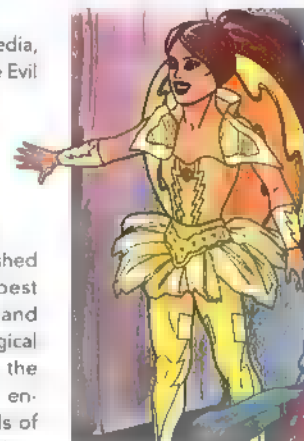
1985 LADYBIRD POP BOOKS

In a complete departure from all other media, Castaspella was a sinister sorceress of the Evil Horde in the Ladybird books. She served Catra and resided in the Fright Zone's Cat Tower.



1986 UK POP COMIC MAGAZINES

The UK comics established that Castaspella's best friends were Frosta and Queen Angella. Her magical powers, connected to the disks on her forearms, enabled her to cast spells of suggestion, teleportation, and invisibility. As in the Filmation animated series, Castaspella had a rivalry with Shadow Weaver but was able to defeat her rather easily.



1985 POP MINICOMICS

Castaspella was depicted as not always having the best judgment in the POP minicomics. After hexing a mirror to make Catra see her reflection as a withered crone, Castaspella admitted to unwisely using her powers in anger.



1985 GOLDEN POP BOOKS

While relatively consistent with other media, the Golden books established that Castaspella had to renew her vows every year on Enchanters' Eve in order to prevent the kingdom of Mystacor from passing to her cousin, Allepsatsac.

2008 MOTU CLASSICS

The Classics canon identified Castaspella as a powerful Etherian sorceress named Esmeralda. She ruled Mystacor until the Horde invasion. Shadow Weaver betrayed her by leading Horde Troopers to Mystacor's hidden archives. Vowing to use her powers to protect the good people of Etheria from the Horde, she joined her close friends Frosta and Angella as a leader in the Great Rebellion. Her magic allowed her to temporarily hypnotize her enemies. Castaspella granted Beatrice Castle the power of flight and turned her into Sweet Bee. Castaspella was among those of the Great Rebellion who traveled to Eternia to fight in the Second Ultimate Battleground.

She was sometimes considered fickle and irresponsible by others.

CASTLE GRAYSKULLMAN



Heroic Embodiment of Castle Grayskull

Masters of the Universe

Dual swords

One-man army

2008 MOTU CLASSICS

Castle Grayskullman came into being at the Second Ultimate Battleground. The combined army of the Horde and the Snake Men began to overwhelm the allied forces of Eternia. To turn the tide of battle, He-Man and Sorceress Teela cast an unrepeatable spell to conjure the living embodiment of the castle itself. Castle Grayskullman formed and emerged from the castle's hidden Chamber of Defense. He immediately launched himself into battle, swinging his dual swords. Castle Grayskullman returned fifteen years later to fight in the Third Ultimate Battleground.



CAT MAN



Cat Folk

1983 FILMATION MOTU ANIMATED SERIES

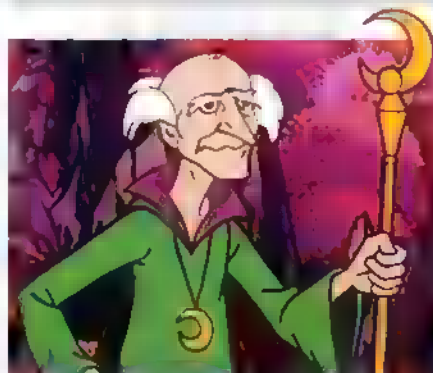
King Paw's spy Cat Man was a member of the Cat Folk. He could hide in the dense flora of the Vine Jungle and remain hidden in his long, dark cloak. He was catlike in appearance. His voice and the disheveled state of his whiskers suggested he was somewhat elderly.

CATILLUS

Great Rebellion

Staff

Sorcery



1985 FILMATION POP ANIMATED SERIES

Initially preferring to remain solitary, Catillus discovered he enjoyed working for the Great Rebellion after allying with them when the Moon Mirror was stolen. A powerful wizard, he channeled his magic through a staff.

CATHERINE MARY WINSTON



Earthlings

1987 MOTU FILM

Catherine Mary Winston and her husband, William, were the parents of Julie Winston. They were killed in a plane crash in 1986. Evil-Lyn used her magic to fool Julie into thinking she was Catherine, insisting that she and William were performing secret work and the plane crash had been a cover. It was a trick to get Julie to give her the Cosmic Key. Once Skeletor was finally defeated, Gwildor sent Julie and her boyfriend back in time to prevent the Winstons from leaving on their fateful flight.

CATRA

Jealous Beauty
Force Captain

C'yra of D'Riluth III

Evil Horde

Magical cat mask
Laser pistol
Wand
Sword of Evil
Whip
Magic cyclone shield
Shower Squirter

CatFairy

Sorcery
Shape shifting into large panther
Shape shifting into small cat
Animal control
Teleportation
Catlike agility and reflexes
Seeing in the dark
Superhuman senses
Superspeed
Leadership



1985 FILMATION POP ANIMATED SERIES

Catra gained her magical abilities via a cat mask that she acquired from the queen of the Magicats, following the queen's capture by the Horde. These magical abilities included shape shifting into a panther, firing a beam that could freeze enemies, and teleportation.

Upon Adora's defection from the Horde, Catra was made Force Captain and led a squad typically composed of Grizzlor, Leech, Mantenna, and Scorpia. A competent leader, Catra often undertook her own missions. She harbored a fondness for the pirate Sea Hawk and grew frustrated when he did not respond to her flirtations.

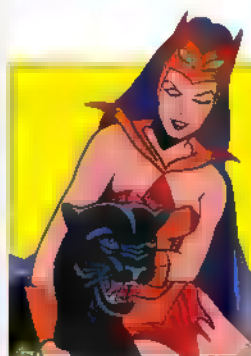
1985 POP MINICOMICS

In contrast to her portrayal in the Filmation cartoon, in the minicomics Catra was an evil and ambitious witch who was always plotting unpleasant schemes in her

attempts to overthrow Etheria. While the treacherous Catra was seen as a member of the Evil Horde in later issues, she most often acted independently in an effort to thwart She-Ra and her allies. Catra was driven by jealousy and hatred, and stopped at nothing to get her wicked way.

Her magical mask enabled her to transform into a small but fierce cat. She was also adept at sorcery and could cast a variety of spells to either disorient or harm her opponents. Catra's magic shield could create cyclones. She also made use of a Shower Squirter weapon which blasted her foes with copious amounts of water.

Catra was particularly envious of Princess Adora and seemed to crave anything that Adora had, including Bow's heart. The villainess also possessed an enormous ego and a conniving nature. While some of her schemes seemed trivial, others were very deadly indeed. In one instance she nearly succeeded in freezing Etheria forever by blotting out the sun, intending to take over as ruler of the frozen wasteland.



1985 GOLDEN POP BOOKS

The Golden books portrayed Catra using a mix of characteristics from other media. Catra rode the magical feline Magicat into battle, in contrast to other depictions, where she was often accompanied by Clawdeen.

1985 UK WORLD POP ANNUALS

Catra's beauty was portrayed as legendary in the UK World POP annuals,



and she wished to destroy She-Ra in order to become the most powerful and beautiful woman on Etheria.

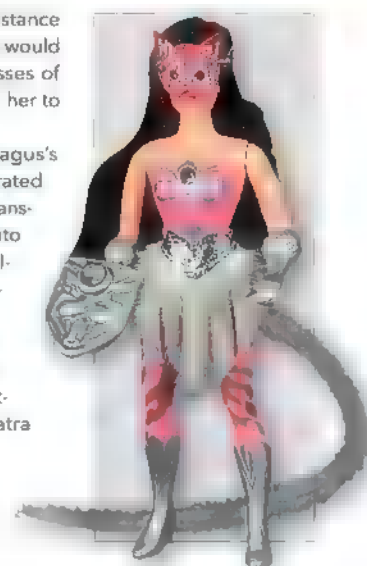
1986 GERMAN POP AUDIO PLAYS

Diverging significantly from other canons, the German POP audio plays referred to Catra as a beautiful and jealous cat fairy who coveted She-Ra's home, the Crystal Castle. Her primary ambition was to claim the castle and thus rule over Etheria. Residing alone in a volcanic hillside cave, she took advice and magical assistance from the Volcano Magus. Though Catra would have preferred to befriend the Princesses of Power, the Magus's evil influence forced her to stand against them.

Although typically requiring the Magus's help to cast evil spells, Catra demonstrated some magical abilities of her own. She transformed Clawdeen, a dangerous witch, into a lion, and her mask granted her the ability to transform into a huge cat with demonic powers.

Constantly scheming against She-Ra and the other princesses, Catra often pitted them against each other. She wanted to punish them for their scorn. Catra even tried to seduce Bow.

Catra's feline side made her afraid of water, and she would never get her feet wet if she could avoid it.



CATRA

**1986 MARVEL STAR MOTU COMICS**

Maintaining her design and personality from the Filmation animated series, the Marvel Star comics gave Catra a very different color scheme: red skin.

1986 UK MOTU COMIC MAGAZINES

In a departure from earlier origins of Catra's powers, the UK MOTU comic magazines stated that Catra



was an ordinary mortal with evil ambitions before be-friending the alien creature Clawdeen, who taught her how to transform into a cat.

1986 UK POP COMIC MAGAZINES

The UK POP comic magazines expanded on Catra's characterization from the UK MOTU comics. From within her base of operations inside the Fright Zone's Cat Tower, Catra and the loyal Clawdeen often plotted ways to embarrass She-Ra. With no true allegiance to either Hordak or the Rebels, Catra's primary goal was to make Adora and She-Ra unhappy. She often teamed up with Shadow Weaver.

DISGUISES

OLD WOMAN: Catra used this disguise to deliver Magic Paints to the Twiggst Spiritman on behalf of Shadow Weaver. The old woman wore a pink robe with a hood. 1985 | Filmation POP Animated Series

2008 MOTU CLASSICS

The Classics canon offered a different backstory for Catra. C'yra was the despot of D'Riluth III in the Tri-Solar System. She was recruited by Hordak to be a member of the Evil Horde. Hordak bestowed her with powers that included immortality and the ability to transform into a panther. She fought with the Horde during the Great Wars against both King Grayskull and the Snake Men before being banished, along with the Horde, to Despondos.

**2012 DC MOTU COMICS**

In the 2012 DC comics, Catra's hatred of She-Ra was amplified when she learned that the Princess of Power was formerly Horde member Despara.



IMAGE COURTESY OF DC COMICS

CAVENOR

Swindling

1986 UK MOTU COMIC MAGAZINES

Cavenor and his business partner, Deen, were a pair of traders in fine goods. They were swindlers, selling useless goods to Eternians in a desperate attempt to make a living. Cavenor was the more cynical and deceitful of the two and was prepared to do anything just for the sake of making money, even selling goods to Hordak.

**CAZ**

People of Primus

Shepherd's crook

1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES

Caz was the younger brother of Drissi and shepherded the flock of animals in the oasis on Primus. With their parents absent, Caz was raised by Drissi. Unlike his sister, who preferred a serene life tending to her flock, Caz found his work in the oasis boring and longed for adventure. Caz dreamed of becoming a Galactic Guardian and fighting the Mutants. He often tried to convince He-Man to take him along on missions. Though he was brave, Caz's enthusiasm and desire for adventure frequently landed him in trouble. Caz was eventually trained to fly by Hydron and Flipshot.

**CELICE**

Hypnosis through song

1983 FILMATION MOTU ANIMATED SERIES

The hauntingly beautiful singer of Tahryn, Celice had a singing voice that could entice anything to obey her will. Using her voice, she could accomplish any task, such as making flowers bloom or commanding the Jaw-Bridge of Castle Grayskull to lower. Whenever the giant monster Yog awoke and threatened her home, Celice would sing the creature back to sleep. It was a duty her family had held for generations. She was captured by Skeletor and forced to sing the Jaw-Bridge of Grayskull down. After she was rescued by He-Man, Celice promised to help the Heroic Warriors when needed.



CERATUS

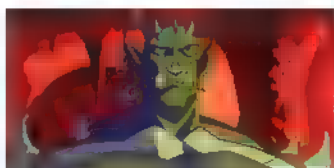
Heroic Leader of Subternia

Ceratus Krazut

Eternian Council
Caligars

Bone club
Throwing blades

Brute strength



**2002 MIKE YOUNG PRODUCTIONS
MOTU ANIMATED SERIES**

Leader of the Caligars—a reptilian race living in Subternia—Ceratus defended his homeland against former allies Lord Dactys and the Speleans. Fiercely strong, he fought with a unique bone club, throwing blades, and his spiked tail. He harbored a deep hatred for another Caligar,

2008 MOTU CLASSICS

The Classics canon provided some additional details of Ceratus's life. Ceratus Krazut rose to leadership of the Caligars following his father's untimely death. During the Great Unrest, he fought alongside King Miro and Lord Dactus. At the same time, his envious younger brother, Torrant (Whiplash), betrayed the Caligars by leading a raid on their allies. Ceratus confronted Torrant and was forced to banish him.

Ceratus and Dactus returned to find their kingdoms destroyed. Each blamed the other, plunging their peoples into a decades-long war. Only the threats of Skeletor and King Hssss forced Ceratus to put aside his grievances and unite with King Randor and Dactus as part of the Eternian Council. Ceratus led his warriors alongside the Masters of the Universe in the Second Ultimate Battleground.



Whiplash, whom he regarded as a traitor. Ceratus joined other leaders as part of the Eternian Council at the Royal Palace.

CERIL

WEAPONRY

Sword

SPECIAL ABILITIES

Hand-to-hand combat



1982 DC MOTU COMICS

Ceril led a tribe of warriors who were enslaved by Damon, a sorcerer. After his tribe was freed by He-Man, Ceril pledged his loyalty to King Randor. He appeared to be well aware that He-Man and Prince Adam were one and the same.

AFFILIATIONS

Council of Evil

WEAPONRY

Spiked mace

SPECIAL ABILITIES

Strength



**2002 MIKE YOUNG PRODUCTIONS
MOTU ANIMATED SERIES**

Chadaz was a red giant who wielded a massive spiked mace, with which he wrought large-scale destruction. He and his

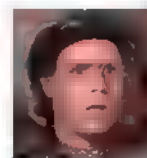
fellow giants stole the Crystal of Prasinus from the village of Veridas. He and his cohorts were defeated by Buzz-Off. Later, he and his fellow giants were recruited by Skeletor for the Council of Evil. When He-Man and the Masters turned the tide of battle, Chadaz and his giants fled.

CHARLIE

Earthlings

WEAPONRY

Gun



1987 MOTU FILM

Charlie was the owner of Charlie's Good Vibrations Music Emporium, a store located at Landmark Mall in California. Both Kevin Corrigan and Detective Lubic brought the Cosmic Key to Charlie to analyze. They all suspected it was a Japanese synthesizer.

CHAD

**1983 FILMATION MOTU
ANIMATED SERIES**

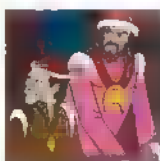
A hotheaded teenager, Chad looked up to He-Man and Teela. Chad wanted to be a soldier and enjoyed playing with guns. He learned from his grandfather, Elden, the dangers and horrors of war. He had a pet named Burbie, from whom he was almost inseparable. Later, Chad witnessed his older brother Jonno's decline after Jonno became addicted to the drug-containing flower known as the Black Nightmare.



CHANCELLOR

TITLES

Chancellor of Morainia



**1983 FILMATION MOTU
ANIMATED SERIES**

The Chancellor worked directly for King Boreas as the head of government within the kingdom of Morainia. In the event of King Boreas's disappearance, it was the Chancellor's duty to advise his heirs, Prince Esker and Princess Janice.

CHEF ALLEN

WEAPONRY

Wooden spoon

Great culinary skills



**1983 FILMATION MOTU
ANIMATED SERIES**

The rotund and jolly Chef Allen cooked at the Royal Palace. Whenever there was a celebration, Chef Allen was on hand to bake the most elaborate of cakes. In order to sneak into the Royal Palace, Skeletor once disguised himself as Chef Allen.

CHIEF CARNIVUS

CHIEF CARNIVUS

HEROIC FELINE WARRIOR

Carnivus Fervelius III

Eternian Council
Qadians

SWORD OF SAZ

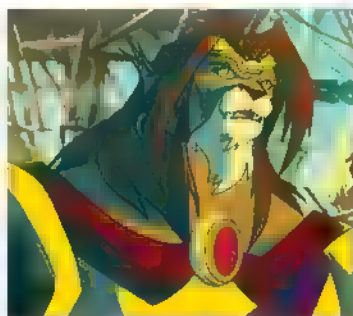
Feline agility

TRIVIA: The season 2 episode "Second Skin" referred to him as "King Carnivus."

restored to his true form by He-Man, Chief Carnivus joined other leaders on the Eternian Council at the Royal Palace.

2008 MOTU CLASSICS

The Classics canon added a few more details to Carnivus's characterization. Born Carnivus Fervelius III, Chief Carnivus did not wish risk his people's safety by involving them in external conflicts. The triple threat of Skeletor, the Snake Men, and the Horde ultimately convinced him to join King Randor's Eternian Council.

**2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES**

Chief Carnivus was the leader of the Qadians—a catlike race from the mountaintop village of Felis Qadi and other settlements, like Felis Folia. Primarily a diplomat, he willingly negotiated with other leaders. Later, he was transformed into a servant of the Snake Men via the Serpent's Ring. After being rescued and



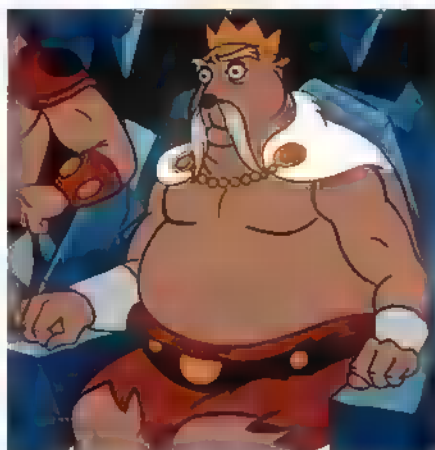
CHIEF HIRON

TRIBE
Cave Dwellers of the Caves of View
WEAPON
Spears

1985 UK WORLD POP ANNUALS

The leader of the Cave Dwellers of the Caves of View, Chief Hiron and his people were enchanted by Shadow Weaver to believe that Hordak was the god Horda. He and his people were forced to mine the caves for gold until She-Ra's intervention.

CHIEF NARWHAL



Chief of the Selkies

Selkies

Military strategist
and leader

1985 FILMATION POP ANIMATED SERIES

Chief Narwhal was the elderly leader of the Selkies—a race of walrus-like beings who dwelled in the Kingdom of the Snows. He was respected by the Selkies as well as Frosta and her Snow People. When war began to loom between the two races, he was quick to end the conflict and overcome his people's thirst for battle.

CHIEF TOMAR

1986 UK MOTU COMIC MAGAZINES

Chief Tomar was the leader of a nomadic tribe in the Seriffin Desert. A strong and stern leader, he led his warriors into battle on horseback.

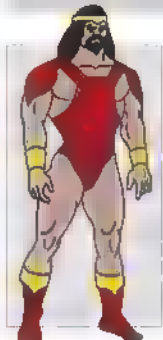


CHIEF MERLO

TRIBE
Fantus Tribe
WEAPON
Staff

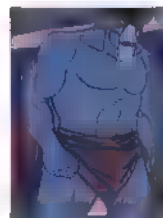
1983 FILMATION MOTU ANIMATED SERIES

Chief of the Fantus and father to Podi, Merlo was a brave and strong-willed warrior who could navigate the dense Vine Jungle. He wielded a magical staff that was powered by the Moorfire Stones located inside the Temple of Fantus.



CHIMERA

Brute strength
Teleportation

**1983 FILMATION MOTU ANIMATED SERIES**

Chimera was Count Marzo's loyal and imposing sidekick who could teleport anywhere he desired. The ability was neutralized when he was encased in crystal. He also had the unique ability to summon Wolf Bats by emitting a high-pitched howl.

TRIVIA: Chimera's appearance changed during the series run. In his earliest appearance, he had dark gray skin. Later, he was colored with bright pink skin.

CLAMP CHAMP

Heroic Master of Capture
Royal Bodyguard

Raenius

Heroic Warriors
Masters of the Universe

Giant clamps
Techno clamp

Hand-to-hand combat
Incredible reflexes
Superstrength
Supersenses
Extensive knowledge of
weaponry

1983 MOTU MINICOMICS

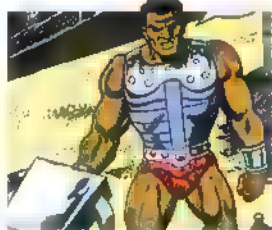
Clamp Champ was King Randor's royal bodyguard in the minicomics. Depicted as a fearless and powerful fighter, he possessed supersenses that warned him of impending danger. His lightning-fast reflexes enabled him to snatch an arrow in the air. He expertly wielded his trademark weapon, a large metal clamp, to capture enemies in its vice-like pincer grip.



TRIVIA: Clamp Champ's name was misspelled as "Klamp Champ" in the minicomic *The Search for Randor*.

1986 MARVEL STAR MOTU COMICS

In contrast to other media, Clamp Champ was portrayed as rather self-absorbed in the Marvel Star comics. When King Randor risked his life, Clamp Champ remarked that it would reflect poorly on his record should anything happen to him. He was jealous of He-Man's dominance and wished to be Eternia's hero himself, leading him into disobeying orders and leaving Randor's side at times.



In an alternate timeline created when the Sword of Power was sent thirty years into the future, Clamp Champ was one of

the original Heroic Warriors carrying on the fight against Skeletor. A much older Clamp Champ retrieved the Sword of Power for both the past and future Prince Adam to become He-Man once again. He continued to battle evil even when his own heart was failing.



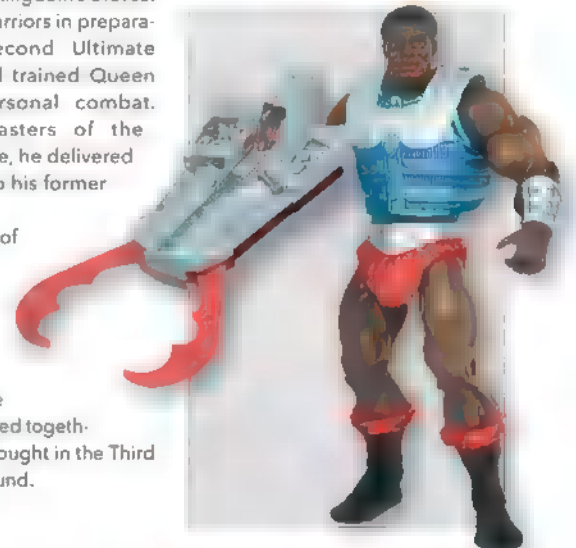
1986 MOTU NEWSPAPER STRIPS

As in the Marvel Star comics, Clamp Champ was eager to prove that there was more than one hero on Eternia. He desired nothing more than to take on Skeletor in single combat. He even boasted how he had never been called anything but "Champ."

2008 MOTU CLASSICS

Raenius, the royal bodyguard to King Randor, became the new Man-At-Arms following Duncan's transformation into an evil Snake Man. He possessed extensive knowledge of nearly all the weaponry in King Randor's arsenal but favored the techno clamp, earning him the nickname "Clamp Champ." He assembled the kingdom's bravest and most noble warriors in preparation for the Second Ultimate Battleground and trained Queen Marlena for personal combat. Leading the Masters of the Universe into battle, he delivered the mortal blow to his former friend Duncan.

During the time of the Horde invasion of Eternia, Clamp Champ fell in love with Etherian Rebel Flutterina. After the war, the two remained together on Eternia and fought in the Third Ultimate Battleground.



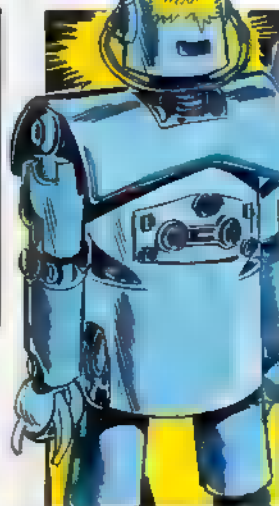
CLARICE TARTON



1986 MOTU NEWSPAPER STRIPS

Clarice Tarton was a sensationalistic news reporter for the vidscreen program *Eyewitness Eternia*. Though a photogenic personality, there was a predatory quality about her. She was particularly interested in the goings-on of He-Man and the Royal Family. Her "news" stories typically relied on exaggeration and shock value.

CLARTU



Concocting puzzles

1986 UK MOTU COMIC MAGAZINES

Clartu was an advanced robot who served Karn the Conqueror—a warlord who invaded numerous worlds. He piloted a spacecraft throughout the cosmos, evaluating planets for their suitability as potential invasion targets. His master would only invade worlds whose inhabitants lacked intelligence, logic, and bravery, and so Clartu tested He-Man and Webstor for these traits upon his arrival on Eternia by constructing a series of puzzles for them to solve together. Determining they were too intelligent to risk conquering, Clartu returned to the stars to continue his mission.

CLAWFUL

Warrior with the Grip of Evil

Clawful

(Clicking sounds produced with claws)

Evil Warriors
Monster Warriors
Demons of Evil
Claw People
Karikoni

Claws
Mace
Shield

Crushing claws
Supersenses
Breathing both in and out of water



1983 FILMATION MOTU ANIMATED SERIES

Clawful's Filmation appearance differed greatly from that used in other media, and his Filmation design was almost completely unrecognizable in comparison to his action figure. He was one of Skeletor's more intelligent Evil Warriors and would attempt to carry out missions on his own. Though Skeletor described Clawful as his most trusted henchman, Clawful revealed that he would turn on Skeletor when given the chance and expressed the desire to lead the Evil Warriors himself.

His snapping claws threatened more than they captured, but he did possess brute strength and was even able to go toe to toe with He-Man.

1983 MOTU MINICOMICS

Unlike in the Filmation animated series, Clawful was portrayed with one of his claws

being a larger and more powerful "crushing claw." Clawful led a group of Evil Warriors in a bid to capture the heroic Fisto and Stridor. As a vicious crab-man, Clawful fought well against Fisto until the hero outwitted him.



1984 GERMAN MOTU AUDIO PLAYS

Described as an ocean gladiator, Clawful hoped to one day catch hold of He-Man, for it would mean the hero's end.

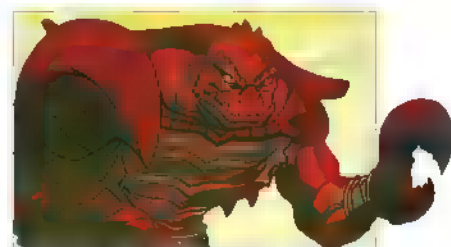
1984 GERMAN INTERPART-CONDOR MOTU COMICS

In the German Condor comics, Clawful's grip was so strong that nothing could break free of it. Even He-Man had to call on the Power of Grayskull to scorch Clawful's claw and force it to release the Sword of Power.

2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES

In a departure from earlier portrayals, Clawful, a member of the enormous Claw People, was the most dull witted of Skeletor's minions, to the point of providing comic relief when he couldn't

even understand the claw-clicking language of his own people. On occasion, Clawful would roar and show how vicious he really could be. His one giant claw was tremendously powerful, capable of destroying a Sky Sled with a single blow. He could summon sea creatures to aid in battle and was especially adept at underwater combat.



2008 MOTU CLASSICS

The Classics blended earlier incarnations of Clawful and further established that he was a member of the Karikoni race of crustacean warriors on Orkas Island. After saving Beast Man from a Seclapoid attack, he joined Skeletor's forces. His dimwittedness motivated Evil-Lyn to cast a spell, increasing his intellect and making him a more cunning strategist. Clawful led a battalion of Skeleton Warriors in the Second Ultimate Battleground but was defeated by Fearless Photog.



COLETTE

Agility



1983 FILMATION MOTU
ANIMATED SERIES

The Great Orlando's partner, Colette was a skilled trapeze artist in Crackers's circus. Her striking outfit included a long pink cape which was detached for her trapeze performances.

COLIN



1985 FILMATION POP ANIMATED SERIES

A brave soul from the Horde-dominated village of Dryl, Colin led his people to independence and self-reliance when He-Man and She-Ra were not able to assist them in time.

COLLECTOR

Master of capture
Ingenious inventor



1986 UK MOTU COMIC MAGAZINES

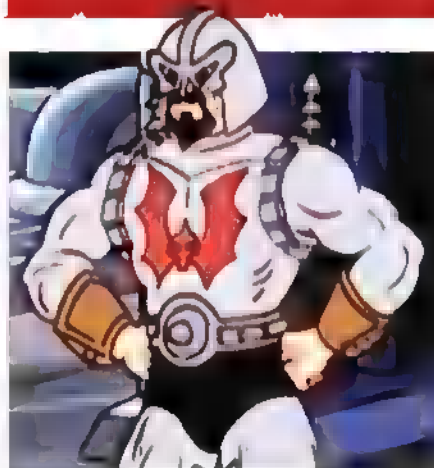
The Collector was an intergalactic criminal who collected the mightiest warriors from different planets. He tranquilized and imprisoned his captured warriors aboard his ship. When he had collected enough champions, he intended to return to Torgo, his home world, and force them all

to compete in the Galactic Games, battling one another until only the strongest survived.

After He-Man was captured by the Collector, Man-At-Arms managed to trace He-Man to the Collector's ship, where he freed all of his prisoners, forcing the villain to flee in a shuttle. The Collector crash-landed on Eternia, losing his memory in the crash. He wandered the streets as an amnesiac beggar for some time before regaining his memory and swearing vengeance on He-Man. He briefly teamed up with Skeletor before being defeated by He-Man a second time.

TRIVIA: The Collector had radically different appearances in the two stories he appeared in. The first story depicted him with an alien-like appearance, with orange-brown skin and a strange cybernetic appendage over his left eye, but the second depicted him with the appearance of an ordinary elderly human with white hair and a beard.

COLONEL BLAST



Evil Horde

Blaster cannons concealed in armor

Leadership

1985 FILMATION POP ANIMATED SERIES

Commander of a large Horde outpost in the remote region of Moorstone, Colonel Blast was a dangerous foe to the Great Rebellion. He had an impressive arsenal of weaponry concealed within his armor. When activated, his laser cannons were revealed and an overhead visor enabled him to rapidly lock onto a target and fire.

TRIVIA: Colonel Blast was based on a Mattel concept design for a character that later became the heroic Rio Blast.

COLONEL MARK BLAZE



Earthlings

Astronaut

1983 FILMATION MOTU
ANIMATED SERIES

Colonel Mark Blaze, along with Major Andrea Steele, was an Earth astronaut who traveled through a vortex and arrived on Eternia. A brave pilot, Colonel Blaze forced Major Steele to eject in case the ship was destroyed during the crash landing.

COMPACTOR

Defenders of Trolla

Emission of focused beams
of energy



2008 MOTU CLASSICS

Compactor was one of the Defenders of Trolla. He was present when He-Man and Skeletor arrived after their confrontation with Horde Prime. Compactor appeared to act as the Defenders' leader, swearing that the evil Revenge Squad would never take the Temple of Power so long as the Defenders guarded it.

TRIVIA: Compactor most often appeared attacking Bubbleo.

CONSUL ARI

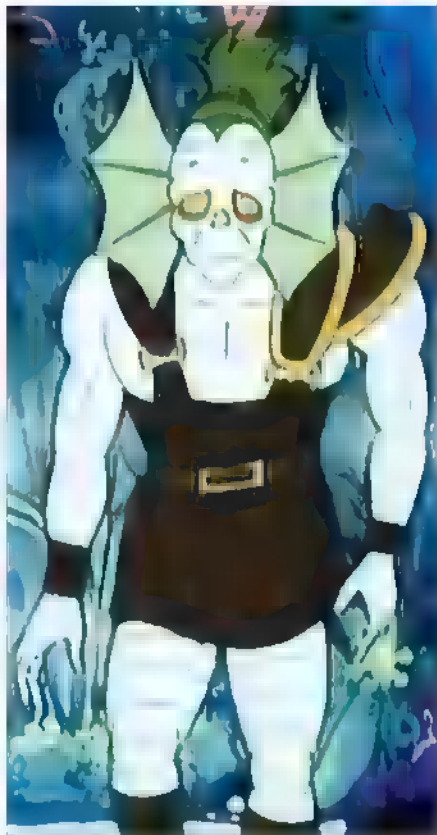
CONSUL ARI



1983 MOTU MINICOMICS
Consul Ari was the elderly grandfather of the young Leon. Hailing from the Golden Isles, he wore red robes and sported a pointed white beard. Consul Ari

carried a message from the Golden Isles ■ King Randor warning him of Skeletor's plans to invade the palace.

CORAX



Freon Mutants

Blaster

1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES

The leader of the Freon Mutants, Corax and his comrades had once been human but were changed into Mutants after crashing into the foggy Freon region of Denebria. He helped Master Sebrian and Mara after they crashed on Freon. Afterward, Corax returned to Primus with the other Freon Mutants to be reintegrated into Priman society.

CORPORAL ROMEO



Evil Horde
Great Rebellion

Hand-to-hand combat

1985 FILMATION POP ANIMATED SERIES

A handsome and loyal member of the Horde, Corporal Romeo proudly wore his Horde badge until he began to question their authority. After witnessing their evil actions, he defected to the Great Rebellion, where he served as a smart and capable fighter. There was a romantic attraction between Corporal Romeo and Glimmer.

CORY



1985 FILMATION POP ANIMATED SERIES

Cory was a misguided youth who dreamed of becoming a spy for the Horde and reporting Rebel activity to

Tung Lashor. He had a change of heart when his sister Ariane was to be taken to the Fright Zone for education.

COUNSELOR ZANG



1985 US MOTU MAGAZINES

Zang was the evil and manipulative counselor to King Altron of Dimension X. He had grayish skin and wore ■ brown hooded robe. Counselor Zang convinced Altron to bring He-Man and Skeletor to Dimension X so that its denizens could wit-

ness the ultimate battle between good and evil. This was all part of an evil plot the duplicitous Counselor Zang hatched, however. He hoped to have Skeletor help him overthrow the king so that Zang could take over as ruler.

COUNT FALL



1983 FILMATION MOTU ANIMATED SERIES

Count Fall held ■ spot on the Council of Seasons, a group that regulated the four seasons on Eternia. He was ■ smartly dressed man with distinguished features and ■ monocle. Each member of the Council of Seasons had a personality in keeping with the season they represented.

COUNT KRAVON



1986 BRAZILIAN EDITORA ADRIAL MOTU COMICS

The evil and manipulative Count Kravon hailed from a distant moon called Van. He sported a distinctive beard and mustache and wore a blue tunic with a black and gold helmet and shoulder armor. The nobleman possessed hypnotic powers and secretly craved the sacred magic texts housed in the Eternos Palace library. Using his mesmeric abilities, Count Kravon hypnotized Teela and gained access to the books of magic which, in the wrong hands, could be used to destroy Eternia. Kravon displayed a strong attraction to Teela and attempted to use his hypnotic influence in a bid to make her his wife. Fortunately, Kravon's dastardly plans were foiled by He-Man and Orko.

COUNT MARZO

Evil Master of Magic

Magic amulet
Sword

Marzo Kalif

Sorcery
Long life

Council of Evil

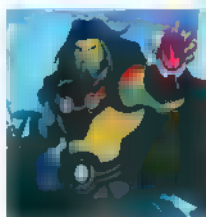


1983 FILMATION MOTU ANIMATED SERIES

A devious nobleman with a twisted mind, Count Marzo was thousands of years old and believed it was his birthright to conquer Eternia. With the demonic Chimera by his side, Marzo would stop at nothing to further his own means. He possessed a vast and varied array of magical abilities. Within his arsenal of trickery was a device which spewed dark smoke that caused loss of memory. His evil spread throughout the cosmos, and he briefly resided on Trolla and the world of Erronea. His schemes often involved tricking children into obeying his command.

2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES

The MYP series reworked the character with a new backstory. At some point in the past, the Council of Elders had imprisoned Count Marzo in the body of an old man and exiled him to the Dark Hemisphere beneath the Valley of Geryon as punishment for an assault on the Hall of Wisdom. In his old-man form, Marzo convinced Mekaneck to retrieve the amulet. With his magical Basophil Amulet returned, he was able to restore his youth and possessed a range of



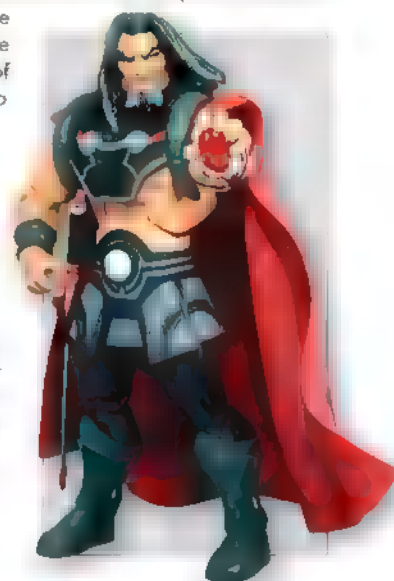
magical abilities, including erecting unbreakable barriers, projecting bolts of energy, and seeing visions of the past. He was defeated by He-Man and reverted back to the form of an old man when he lost his amulet.

Marzo later regained his amulet and joined forces with Skeletor as part of the Council of Evil. During the confrontation with He-Man, the amulet was lost again. Sometime later, Evil-Lyn found the amulet and used it to secure Marzo's servitude. Count Marzo exhibited his ruthlessness when he regained the amulet and backhanded Evil-Lyn for trying to command him.

2008 MOTU CLASSICS

Marzo Kalif was a fifth-degree wizard raised by evil mystics in the Dunes of Doom. There, he spent most of his early life learning the many advantages of magic over technology. Observing the suffering of warriors in the Dark Hemisphere, Marzo decided that he would make a better ruler of Eternia and set out to depose King Miro in what would become the first part of the Great Unrest. He amassed followers, like the wizard Nepthu, created the terrible Shadow Beasts, and staged a series of strategic uprisings across the planet to challenge King Miro for his crown.

However, when he realized he could not defeat the king's army, Marzo used his magical amulet to banish Miro to the Dimension of Despondos. In their father's absence, Princes Randor and Keldor joined together to drive Marzo's armies back to the Dark Hemisphere and trapped him in the form of a diminutive and powerless old man. Marzo later regained his youth and magical amulet to fight alongside the Evil Horde and the Snake Men in the Second Ultimate Battleground.



COUNT SNEER

Evil Horde

Thieving



1986 UK POP COMIC MAGAZINES

Count Sneer was a Horde-serving aristocrat who terrorized Etheria's Crimson Wastes. He was the archnemesis of the Crimson Fury. Though feared by the tribes of the desert, Count Sneer was a coward at heart and was quick to run away when overpowered in combat.

COURT HERALD

WEAPON
StaffSPECIAL ABILITY
Loud voice

1983 FILMATION MOTU ANIMATED SERIES

The Court Herald was posted at the entrance to the royal throne room of the Royal Palace of Eternia. His duty was to announce those who had come to seek an audience with King Randor and Queen Marlena.

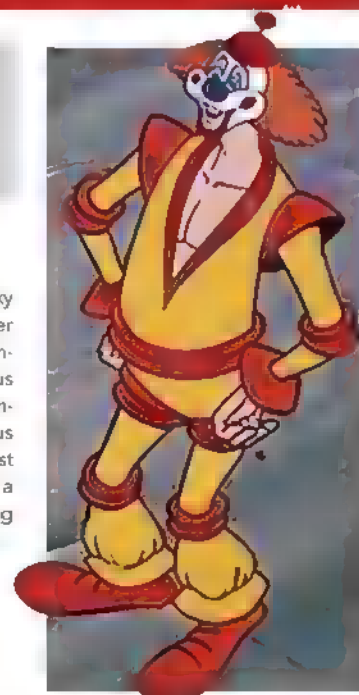
CRACKERS

Circus

Juggling

1983 FILMATION MOTU ANIMATED SERIES

Crackers the clown was tall and lanky with long, skinny arms and never stood fully upright, adopting a comical posture. As leader of his circus troupe, he took his work and responsibilities very seriously. His circus show was known as the Greatest Show on Eternia. He also cared a great deal for his performing Myrtlephant, Myrtle. A cuckoo bird lived in his shirt pocket, springing out to echo comments in his own high-pitched voice.



CRIMSON FURY

CRIMSON FURY

Great Rebellion

WEAPONRY:
Sword

SPECIAL ABILITIES

Strength
Bravery
Strategy
Stealth

1986 UK POP COMIC MAGAZINES

The Crimson Fury was a mysterious desert rebel who protected Etheria's Crimson Wastes from the Horde. None had ever seen his face. He would appear when danger struck and vanish as quickly as he'd come. He was accompanied by a great bird named Talon. His archenemy was the Horde's Count Sneer, who terrorized the desert tribes. The Crimson Fury caused so much trouble for the Horde that they were desperate for his capture.



CRITA

Evil Mutants
Space Mutants
Gleanons

WEAPONRY

Whip
Scepter
Magic ring

SPECIAL ABILITIES

Vocal impersonation

1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES

Intelligent, ruthless, and power hungry, Crita was the most ambitious of Flogg's top lieutenants. Serving as the head of communications aboard the Mutant Mothership, she caught Skeletor's eye for her cunning and cruelty. She, in turn, idolized Skeletor, and the pair shared something of a romantic interest.

Following the failure of an initial scheme involving the planet Necron, Crita offered to train the Gleanons in the Mutant way of fighting and help them crush the Mytes. In return, General Nifel presented Crita with a new outfit and an offer to make her queen of the Gleanons if she succeeded in destroying the Mytes and President Pell. Her schemes, however, were frequently foiled by her archnemesis, Mara, Galactic Protector and Primus's ambassador to the Mytes. Crita completely detested Mara's compassion and goodness.

When the Mutants began their final invasion of Primus, they requested aid from the Gleanons. Crita arrived with a Gleanon space fleet. When the Mutants were defeated, Flogg blamed Skeletor for his downfall and attempted to shoot him down, but Crita sprang to Skeletor's defense. She established her complete loyalty to Skeletor in her betrayal of the Mutant army. After one final defeat at the hands of He-Man and Mara, Crita was sealed into a shuttle pod with Skeletor and cast into space. She wondered if this was their final fate, but Skeletor assured her this was not the end.

Crita was skilled in combat; her primary weapon was a whip, but she also used a scepter and a ring which projected powerful energy blasts. She had studied primitive cultures and used her knowledge to gain influence over them. Crita was also able to impersonate anyone's voice with incredible accuracy. Skeletor regularly complimented her on her talents and abilities.

2008 MOTU CLASSICS

In Classics, Crita was also the communications specialist aboard the Mutant Mothership. After she was defeated by Mara, Crita took to the stars and later encountered Evil-Lyn. Crita was never seen again.

CRUNCHER

Evil Mutants

SPECIAL ABILITIES

Superhuman strength

1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES

In order to infiltrate their ranks and learn of Skeletor's plans, He-Man needed to change his appearance into a Mutant using the Mutator. He-Man grew in size and his body became more brutish and Cro-Magnon in appearance. Unfortunately, the transformation changed him mentally as well, and he allied with the Mutants themselves. Unaware of the new Mutant's true identity, Skeletor dubbed him "Cruncher."



CRUSHER

SPECIAL ABILITIES:
Hand-to-hand combat

1982 DC MOTU COMICS

Crusher was an arrogant and balding hulk. He was known throughout Eternia for his drinking and brawling.

CRYSTOLL

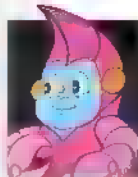
1987 ITALIAN MAGIC BOY MAGAZINES

In the Italian *Magic Boy* magazine, Crystoll was one of Flogg's Evil Mutants. He appeared to be made of crystal. Crystoll was part of an attack mission alongside Hoove and Kalamarr (Slush Head).



TRIVIA: Crystoll was an early Mattel concept for the character of Karatti, and in the German Ehapa comics and the UK World annual, Karatti was given Crystoll's appearance. However, in the *Magic Boy* comics, there was another character named Karatti, and thus Crystoll was a separate character.

CUTTER

AFFILIATIONS:
ManchinesWEAPONRY:
Saw blades

Transformation of pincers into saw blades

1985 FILMATION MOTU/POP ANIMATED CHRISTMAS SPECIAL

Leader of the Manchines, small living robot creatures, Cutter was a brave and tiny warrior. He helped Orko and two Earth children escape from the Monstroids. Cutter could transform his pincer-like hands into spinning saw blades which could cut through anything.

CY-CHOP

Evil Horde Bounty Hunter

Scychor

Evil Horde

Scissor hands

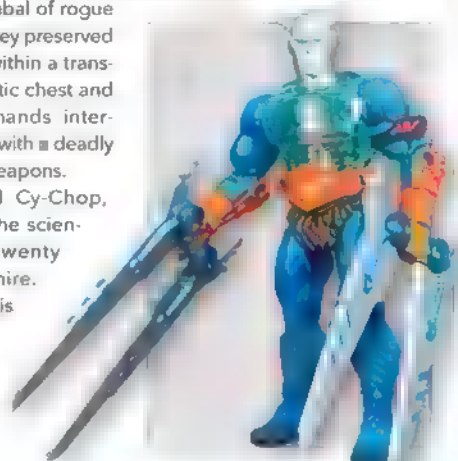
Swapping bladed hands for other weapons

2008 MOTU CLASSICS

Scychor partnered with his friend Kronis as thieves and mercenaries. Their partnership and friendship ended when Kronis betrayed Scychor and threw him out of the Boa Jet during an escape from the Horde Patrol Unit. Falling hundreds of feet onto a small moon, Scychor survived and was reanimated as a cyborg by a cabal of rogue scientists. They preserved his organs within a transparent robotic chest and made his hands interchangeable with a deadly arsenal of weapons.

Renamed Cy-Chop, he served the scientists for twenty

years before becoming a thief and assassin for hire. Eventually, Hordak hired Cy-Chop to strengthen his forces against his enemies on Eternia. Cy-Chop faced his old partner Kronis, who had become the cyborg warrior Trap Jaw, when they fought on opposing sides during the Second Ultimate Battleground.



CYNDA



1983 FILMATION MOTU ANIMATED SERIES

Cynda was one of three students Teela took to the Mystical Forest. The friendliest of the group, she enjoyed Krill's antics and encouraged Tager to take the Jet Crawler for joyride.

DAEGAR

Eternian Royal Guard

2012 DC MOTU COMICS

A lieutenant of the Eternian Royal Guard who served with Nolar Blak, Daegar had friends within the guard whom Blak betrayed during a shady deal with Kronis.



IMAGE COURTESY OF DC COMICS

DAGAR



Sorcery

1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES

A good friend to Zontos and Master Sebrion, Dagar was one of the wizards who attended Sebrion's wizards' meeting on Primus.

DAMON

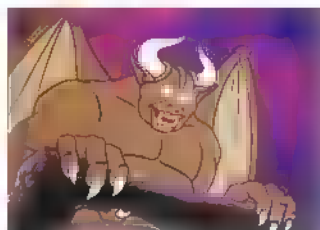


Sorcery

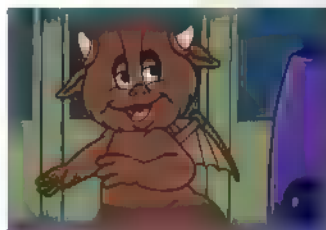
1982 DC MOTU COMICS

Damon was a powerful sorcerer who enslaved Ceril's village, precipitating the first appearance of He-Man. He appeared to fight He-Man in the form of a horned demon but was defeated. Damon had also fought Skeletor when he first came to Eternia from the Dark Planes. Although Skeletor thought he had also defeated Damon, the evil sorcerer called it a mere inconvenience and claimed that Eternia, the world of his birth, was his own to conquer. Skeletor later defeated Damon again.

DAIMAR



Daimar the Demon
King of the Dark Dimension



Magic

1983 FILMATION MOTU ANIMATED SERIES

Daimar arrived on Eternia from the Dark Dimension as a very small, childlike demon. His presence caused the Dark Dimension to slowly align itself with Eternia and precipitated many strange events. Daimar would eventually spin a cocoon and evolve into his true giant form, King of the Dark Dimension. He believed that it was his destiny to rule Eternia as well, but having become friends with Orko, Daimar realized that he could shape his own destiny and left Eternia on good terms.

DANAVAS

1983 FILMATION MOTU ANIMATED SERIES

Though not truly evil, Danavas briefly gained great strength by drinking from the magical spring within the Valley of Power. With his newfound abilities, he took control of the Baby Roe and intended to conquer Eternia. Thanks to He-Man, Danavas realized the error of his ways and vowed to pay for his evil deeds any way he could. Danavas's most notable features were his black and blue eyes.



DARE

TITLES

Heroic Son of He-Man
Prince of Eternia

He-Ro II

AFFILIATIONS

Masters of the Universe
Royal Family of Eternia

WEAPONRY

Sword of Power

SPECIAL ABILITIES

Transformation into He-Ro II
Superhuman strength
Superhuman agility

2008 MOTU CLASSICS

Prince Dare was born to Prince Adam and his wife Teela sometime in the aftermath of the Second Ultimate Battleground. Dare grew up on Eternia hearing stories about his father's past adventures as He-Man and his ongoing exploits in space onboard the *Starship Eternia*.

When Dare was fifteen, his grandfather King Randor passed away, compelling his father to return to succeed him as the king of Eternia. After He-Man's coronation and the transfer of power from the Eternos Palace to Castle Grayskull, King He-Man began to train Dare. He was trained in combat and tactics by Sir Laser-Lot, brought to Eternia by time travel. Despite his training, Dare felt that his father was still protectively shielding him from greater trials and secretly bemoaned his lack of a chance to prove his mettle.

When the Horde queen Despara attacked Eternia, she captured King He-Man. To save his father, Dare retrieved the Sword of Power. Calling on the

Power of He-Man, Dare turned into the new He-Ro!

Dare's victory and family reunion were cut short upon the destruction of Castle Grayskull by the Unnamed One. In order to protect Dare and the Power Sword, Spector teleported Dare to Preternia. In the past, Dare met the legendary Cosmic Warrior He-Ro, who took him to meet his own teacher, Eldor.

From Eldor, Dare learned that the only way to return to his own time was with the Hero's Journey spell. Dare remained in Preternia for a long time, fighting alongside He-Ro, King Grayskull, and their allies. In time, Dare mastered fighting skills, magic, and Eldor's Book of Spells. He successfully fulfilled the requirement of the spell to become worthy of the title of hero and returned to his own time, where he ultimately slew the ancient Trollan mage known as the Unnamed One.



DARILL

TITLES

Royal Page Boy

1984 UK WORLD

MOTU ANNUALS

Darill had always dreamed of being a Royal Page Boy to King Randor. He was honored with the position after he warned the Heroic Warriors about an impending attack on Castle Grayskull by Hordak.



DARIUS (I)

1985 FILMATION POP
ANIMATED SERIES

Darius was the innkeeper of the Dew Drop Inn in the village of Devlan. A patient man, he put up with continual abuse at the hands of the Horde until one of them said that his daughter, Kristala, would make a fine member of the Horde. He lashed out and was frozen by the Horde Troopers' stun batons. Darius was the first person to stand up to the Horde. His courageous actions instigated his village's revolt.



DARIUS (II)



Galactic Guardians
Galactic Protectors

WEAPONRY

Energy mace

SPECIAL ABILITIES

Leadership
Intellect

1984 UK WORLD MOTU ANNUALS

Darius was the leader of the Galactic Council on Primus, a brilliant scientist and master of arms. It was his recollection of an ancient legend that prompted him and Icarus to travel back in time to Eternia to find the hero who would save their world from the evil Mutants. Once He-Man had joined the Galactic Guardians, Darius became his closest confidant and battle comrade.

1984 GERMAN MOTU AUDIO PLAYS

In the German audio plays, Darius was a Primus weapons master who, after intercepting a radio transmission which claimed that Castle Grayskull was the source of all war in the universe, set out with Icarus to destroy it.

1987 GERMAN EHAPA MOTU COMICS

Consistent with the German audio plays, the Ehapa comics further established that Darius was originally from the planet Krayk. On Primus, he was a respected weapons master, technician, inventor, and leader of the Galactic Defenders.



1987 ITALIAN MAGIC BOY MAGAZINES

Darius was the courageous captain of the *Starship Eternia* in the *Magic Boy* comics. He and his loyal pilot, Icarus, traveled into the far reaches of time and space to find He-Man. Darius's preferred weapon was a Space Mace, which he wielded with deadly accuracy. Captain Darius nearly killed Skeletor in one adventure when he caused Skeletor's shuttle pod to explode with a well-placed hit from the Space Mace. However, the villain, who was burned to just a skeleton, survived the explosion. When He-Man initially thought Skeletor had perished, he remarked, "Bravo, Captain. You succeeded where I always failed."

2008 MOTU CLASSICS

In Classics, Darius was a veteran of the Chemical Wars and a technician from Krayk. He led the Galactic Protectors, becoming Primus's weapons master. He masterminded the *Starship Eternia*'s design, and at Sebrion's behest, sent Hydron and Icarus to find the Twins of Power. After his injury in the Battle of Fetra IV, Darius passed command to He-Man and She-Ra.

TRIVIA: Darius was originally planned as a figure for the 1989 He-Man toy line. The figure made it all the way to the test shot stage but was scrapped when its action feature didn't work properly.



DARK ONE



SPECY ADULT
Sorcery

1985 FILMATION POP ANIMATED SERIES
Dwelling within the Dark Dimension, the Dark One

was a malevolent force of might and mystery. Terrifying, he was both a master of magic and a gamesman. He existed purely in the shadows of his cavernous domain. He was described as being of great size with powerful wings. The Dark One often set trespassers the difficult task of escaping the perils of his dangerous world.

DARKSPY

AFFILIATIONS
Evil Warriors

1983 FILMATION MOTU ANIMATED SERIES
An unknown being existing in another dimension, Darkspy passed Skeletor the Wheel of Infinity through a dimensional gate. He spoke in a deathly voice and was never fully revealed.

DARKDREAM



ABILITIES
Inducing sleep
Manipulating dreams

Projecting blasts from fingertips
Immobilizing opponents

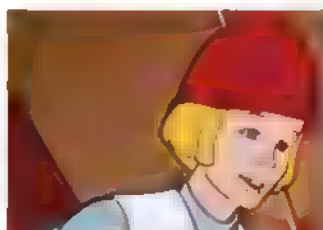
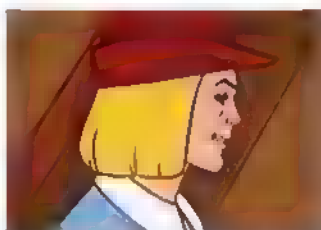
1983 FILMATION MOTU ANIMATED SERIES
An old enemy of the heroes of Eternia, the cloaked and shadowy Darkdream had been imprisoned in the Crimson Valley by Man-At-Arms. Upon escaping, Darkdream sought vengeance and headed for Castle Grayskull. Darkdream could overpower anyone's mind to induce sleep, and then control and appear in his victim's dreams. He could only exist aboveground during total darkness.

DARL



1984 UK WORLD MOTU ANNUALS
The headman of the village of Bry on Eternia's West Shore, Darl was a tall, sturdy, bearded fisherman. He kept Mer-Man's threats on his village a secret from Prince Adam.

DAVID



1983 FILMATION MOTU ANIMATED SERIES
The rightful Duke of Abra, David was reverted back to childhood with no memory of who he was by Count Marzo, his uncle. During his time as a child, he befriended Orko, who helped him navigate the strange world around him. Eventually, David regained his memory and adult form. He then resumed his place as Duke of Abra.

TITLE
Duke of Abra

DAWG-O-TOR



TITLE
Evil Eternian Pirate
Pilot of the Talon Fighter

AFFILIATIONS
Fighting Foe Men
Evil Horde
Heroic Warriors

ABILITIES
Blaster war club

2008 MOTU CLASSICS
Dawg-O-Tor was a member of the Fighting Foe Men—a group of renegade pirates who built specialized war machines. Together with the Fighting Foe Men, he terrorized the people of Preternia in the wake of the Great Wars and King Grayskull's death. With his winged ship, the Talon Fighter, Dawg-O-Tor helped the Fighting Foe Men conquer the Valley of Gnarl and its surrounding territories. Eventually, Vikor, the He-Man of the North, defeated the renegades by trapping them within an enchanted glacier. Five thousand years later, Hordak freed them to join his army in the Second Ultimate Battleground. Soon thereafter, Dawg-O-Tor and Shield Maiden Sherrilyn suffered a betrayal at the hands of the evil Ditztroyer. This event caused them to reevaluate their ways and the two eventually joined Rador's forces.

TRIVIA Dawg-O-Tor first appeared as an unnamed heroic pilot on the box art for the Talon Fighter model kit in the '80s. The name "Fighting Foe Men" was a title considered for the MOTU brand before "Masters of the Universe" was decided upon.

DAVY JONES

1985 FILMATION POP ANIMATED SERIES
Davy Jones was a mouse with the ability to speak, an ability he certainly used. Davy Jones's tough persona hid a heart of gold. He lived on a deserted island with his close friend, the Falcon. He even played an important part in reuniting him with his son, Sea Hawk. He bravely faced humans and Horde Troopers; he did not do the same with cats.



DAY-VEE

DAY-VEE



1986 UK MOTU COMIC MAGAZINES

Day-Vee was an accomplished scientist who discovered the Glove of Globalah during an archaeological dig. When the glove was stolen by Mantenna, who left the accompanying spell book behind, Day-Vee was clever enough to create a false spell book in order to prevent Hordak from using the glove.

DEE

AFFILIATION
Bibbets

1985 FILMATION POP ANIMATED SERIES

Dee was one of two Bibbets who, unlike the rest of their people, wanted to confront the Horde Troopers who had invaded their home. The brave Dee believed that might was the way to defeat evil. Dee and Koo were easily captured by Horde Troopers when they threatened the robots with She-Ra's sword and Bow's composite bow.



DEEN

EGOT ABIL
Swindling

1986 UK MOTU COMIC MAGAZINES

Deen and his business partner, Cavenor, were traders in fine goods. In reality, they were swindlers and sold useless goods to the Eternians in an attempt to make a living. When they found a bottle that contained the demon called the Reeb Monster, Deen showed himself to be the more conscientious of the two, attempting unsuccessfully to persuade Cavenor that it would be a bad idea to sell the bottle to Hordak, no matter how well he might pay them.



DEKKER

Heroic Trainer-of-Arms

AFFILIATION
Eternian Royal Guard
Masters of the Universe

Mace

PECIAL ABIL
Master of Arms
Strategy
Teaching



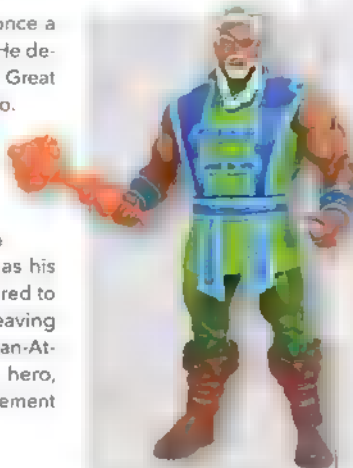
2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES

Dekker was a retired combat instructor from the Eternian Kingdom now living in a giant clamshell on the beaches of Orkas Island. Among many others, he trained Randor (whom he called Randy) and Man-At-Arms. He passed down his knowledge of survival, combat, and strategy. He fought with skill and improvisation, using whatever objects or materials came to hand.

2008 MOTU CLASSICS

A renowned tactician, Dekker was once a mercenary from the Dukes of Doom. He defected to King Miro's side early in the Great Unrest and fought against Count Marzo. Miro recognized Dekker's bravery and skills as a tactician and appointed him Man-At-Arms—leader and trainer of the royal soldiers.

During his tenure, Dekker took on the brilliant young warrior Duncan as his protégé. In his later years, Dekker retired to Orkas Island to be a fisherman, leaving Duncan to assume the position of Man-At-Arms under King Randor. Ever the hero, Dekker occasionally came out of retirement to aid in the fight against evil.



DELORA

AFFILIATIONS

Bird People
Bird Men
Avionians

ABILITIES
Flight



1983 FILMATION MOTU ANIMATED SERIES

A brave and noble member of the Bird People of Avion, Delora was Stratos's sister. She loved her brother so much that she once broke a spell Skeletor had cast over her.

1983 MOTU MINICOMICS

In stark contradiction to the Filmation series, Delora was Stratos's wife, not his sister. She was also a human living on Avion with her husband. She was depicted with black hair, red dress, and matching bandanna. Skeletor once kidnapped her in order to distract Stratos, He-Man, and the Eternian heroes.



1983 LADYBIRD MOTU BOOKS

In another radically different portrayal, the Ladybird books depicted Delora as a Bird Woman without the ability to fly. As in the minicomics, she was the wife of Stratos.



DEMO-MAN

TITLES

Evil Spirit of Despondos

Uqquz' Zekul-Mshqx

Evil Warriors

WEAPONRY

Mace
Sword

Demonic strength

Demo-Man was revealed to speak in unintelligible, animalistic sounds and grunts. The demon had light green skin and a long, tied beard. He wore primitive clothing and armor. A single broken horn protruded from his head. Demo-Man reappeared many years later serving the Unnamed One. Demo Man and Jitsu scavenged the ruins of Castle Grayskull for the Tablet of Separation. He then fought in the Third Ultimate Battleground, where he reveled in the carnage of battle.



SEE ALSO: SKELETOR

TRIVIA: Demo-Man was one of Mark Taylor's early concept designs for Skeletor.

DEMOS

SPECIAL ABILITIES

Sorcery

1983 FILMATION MOTU ANIMATED SERIES

Demos was a powerful sorcerer-king from Eternia's past. He and his witch-queen Tyrella were the last rulers of the City of the Ancients. For many years,



Demos's spirit remained within a mask bearing his likeness; it was released when Aran found and wore the mask. With great power at his command, Demos feared no one and made a fool of Skeletor.

His physical form vanished when the Sword of the Ancients merged with He-Man's sword and the power of the masks was destroyed.

DEMOSTHIUS
THE STORYTELLER

1983 FILMATION MOTU ANIMATED SERIES

Demosthius was an old storyteller who entertained groups of children within the Royal Palace. Usually his stories involved He-Man fighting one of his



many foes. It was revealed that he was an old friend of Prince Adam, the one individual that told him of the adventures of He-Man. With this knowledge the storyteller had plenty of material.

DENA



1985 FILMATION POP ANIMATED SERIES

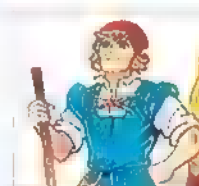
A young and excitable girl, Dena was Sorrowful's friend and had heard tales of his many adventures with the Great Rebellion. Obsessed with stories, Dena would ask to be told one immediately upon meeting someone. Anxious for adventure, she ignored Sorrowful's advice and followed the Rebels. Dena's actions endangered both herself and the mission.

DEREK (I)

1983 FILMATION MOTU ANIMATED SERIES
The inquisitive Derek and his friend Howie enjoyed playing with a Chukra (a Frisbee-like disk) with Mekaneck.



DEREK (II)



1985 US MOTU MAGAZINE

Derek was the boss of a group of lumberjacks hired by Catra to chop down the centuries-old trees in Etheria's Great Forest. In time, he regretted accepting the job and vowed to plant trees to replace those they had destroyed.



DESPARA: SEE ADORA

IMAGE COURTESY OF DC COMICS

DIAN

Royal Guard

1986 MOTU NEWSPAPER STRIPS

Dian was a brave member of the Royal Eternian Palace Guard. Working her way up to the position of Lieutenant and Troop Leader, she was stationed at the Far Westland outpost. Dian was a stalwart defender of Eternia, though she had a limited tolerance for Prince Adam's antics.



DITZTROYER

DITZTROYER

TITLES

Evil Eternian Pirate

Staff

Blaster rifle

Fighting Foe Men

Evil Horde

Evil Warriors

Roton pilot

2008 MOTU CLASSICS

Ditztroyer was a Gar member of the renegade pirate clan known as the Fighting Foe Men. His clan conquered the Valley of Gnarl and its surrounding territories after the death of King Grayskull. He and the Fighting Foe Men continued to use their war machines to terrorize Preternia until Viktor challenged them. Ditztroyer piloted a deadly buzz-saw-shaped hovercraft known as the Roton.

Along with the other Fighting Foe Men, Ditztroyer was trapped in an enchanted glacier by Viktor and remained frozen for five thousand years until Hordak set them free. Ditztroyer and the remaining Fighting Foe Men were recruited into the Horde army at the Second Ultimate Battleground. Shortly after the battle, Ditztroyer revealed that he had been secretly aligned with the Evil Warriors and nearly killed Dawg-O-Tor and Shield Maiden Sherrilyn in a chaotic Roton attack, causing them to reevaluate their own allegiance.

TRIVIA: Ditztroyer first appeared as an unnamed evil pilot on the box art for the Roton model kit in the '80s. The name "Fighting Foe Men" was a title considered for the MOTU brand before "Masters of the Universe" was decided upon.



DOROS

AFF

Ice Dwarves

WEAP

Bow

SPECIAL

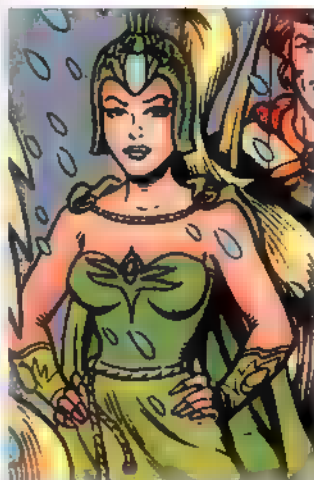
Extraordinary intelligence

1984 GERMAN MOTU AUDIO PLAYS

Doros was the leader of the Ice Dwarves, a race living inside the ice caves of the Mystic Mountains. Claiming that the Ice Dwarves had superior intellect, Doros was proud and impatient toward those he saw as less intelligent than his people. He was friendly with Man-At-Arms, to whom the Ice Dwarves provided a rare metal.

Doros was antagonistic and belittling toward the Masters of the Universe when the heroes encroached on his domain, but willing to help them solve the mystery of the Laughing Bridge to rescue Man-E-Faces. The Ice Dwarf was an excellent marksman with his bow and arrow.

DOUBLE TROUBLE



TTL

Glamorous Double Agent
Princess of Green Glade

NAMES

Double Mischief
Rebekkah Kettle

AFFILIATIONS

Great Rebellion

WEAPONS

Crossbow

SPECIAL ABILITIES

Alteration of facial
features as disguise
Agility

1985 POP MINICOMICS

Double Trouble was a spy and double agent for the Great Rebellion. She had the ability to transform her facial features, taking on an evil-looking countenance. She-Ra referred to this as Double Trouble's "spy disguise." As such, Double Trouble was a valuable ally to She-Ra and the heroes of Etheria.

Double Trouble used her convincing villainous disguise to cultivate an alliance with Catra, who trusted her enough to confide in her. In this way, Double Trouble was able to learn of Catra's evil plans and relayed information back to She-Ra.

In addition to her skills as a double agent, Double Trouble was also an expert tracker and could pick up a trail even in snowy conditions.



1985 GOLDEN POP BOOKS

The Golden books portrayal of Double Trouble was largely consistent with the minicomics. Here, however, Double Trouble primarily served Queen Angella, though she reported to She-Ra as well.

2008 MOTU CLASSICS

In the Classics canon, Double Trouble's character was reimagined and renamed Double Mischief.

Rebekkah Kettle of the Etherian kingdom of Green Glade was Glimmer's cousin and a master of disguise. Although she was not a talented combatant, she was incredibly agile and dexterous. After many years working as a double agent for the Great Rebellion, she followed She-Ra and the other Rebels to Eternia and fought in the Second Ultimate Battleground.



DR. BLANKFORT

Intelligence

1985 FILMATION POP ANIMATED SERIES

Dr. Blankfort was an amazingly clever scientist who operated from a cavern filled with sophisticated equipment within the safety of the Whispering Woods. He delivered information vital to the Great Rebellion's struggle against the Evil Horde.



DR. DROME

AFFILIATIONS

Evil Horde

Magical rings

SPECIAL ABILITIES

Sorcery

1985 FILMATION POP ANIMATED SERIES



The crafty Dr. Drome and his accomplice, Acrobad, traveled throughout Etheria seeking ways to financially profit the Horde. Primarily a vendor of medicines, he also employed sorcery via the

rings he wore. Dr. Drome was the brains of the operation, relying on Acrobad for the brawn.

DR. SHEVEEN



Knowledge about animals and their behavior

1983 FILMATION MOTU ANIMATED SERIES

The distinguished Dr. Sheveen was in charge of Eternia's wildlife sanctuary. He cared very much for the animals sheltered there. On occasion, he embarrassed his son Rikki by speaking of his great pride in Rikki's achievements.

TRIVIA: Dr. Sheveen's appearance and voice were based on the actor James Stewart.

DR. ZOOG

Trollans

SPECIAL ABILITIES

Ingenious inventor

1985 FILMATION POP ANIMATED SERIES

Dr. Zoog was a crazed Trollan criminal. He escaped from Flotsam Prison in the heart of Trolla's Sing-Song Sea. Unlike other Trollans, he did not levitate, but rather flew around in a mechanical sphere. A self-professed hater of all things magical, Dr. Zoog planned to overthrow the ruling Crimson Council with a vast array of machines and gadgets.



DRACA

SPECIAL ABILITIES

Sorcery

1983 FILMATION MOTU ANIMATED SERIES



A loyal servant to Queen Balina, Draca was a short, robed man as cruel as his mistress. Impulsive and short tempered, he

avored violence above peace. With an impressive array of magical abilities, he shook the foundations of Targa City and enhanced Gam's strength during the warrior's fight against He-Man.

DRAEGO-MAN

Evil Fire-Breathing Menace

Evil Warriors
Free People of Eternia

WEAPONRY

Flaming sword
Fire whip
Shield

SPECIAL ABILITIES

Pyrokinesis
Fire-breathing
Flight

2008 MOTU CLASSICS

Draego-Man was a human-dragon hybrid created by the Great Black Wizard during the Great Wars. Shunned by Granamyr and the Dragons of Darksmoke, Draego-Man renounced his given Dragonian name and allied himself with the Free People of Eternia until, to his outrage, they made peace with Darksmoke during the truce of the Three Towers. Becoming hateful of humans and dragons, he withdrew from civilization to live in the Caverns of Rakash.

Still vengeful after five thousand years, Draego-Man reemerged from the caverns to join the Evil Warriors when Skeletor attempted to enslave dragon kind. A resilient member of



the Evil Warriors, Draego-Man fought alongside Skeletor in the Second Ultimate Battleground and, later, alongside the Unnamed One during the Third Ultimate Battleground.

DRAGON

Flight
Fire-breathing

1983 FILMATION MOTU ANIMATED SERIES

Dragoon was a large, overbearing, dragon-like warrior who was sent by Skeletor to conquer Trolla, and almost succeeded. Aside from his commanding personality, he had a powerful physique and the ability to fly, and breathed fire. He showed little mercy to his enemies and clearly enjoyed his work. When He-Man saved his life, Dragoon began to rethink his evil ways.



DRAGSTOR

Transforming Evil Warrior/
Vehicle

Theydon

Evil Horde
Monster Warriors

Blaster
Whip
Crossbow

Engine and torso-embedded
wheel for rapid travel



1983 MOTU MINICOMICS

Dragstor was a member of the Evil Horde and very likely one of the fastest beings on Etheria. He had a wheel embedded in the center of his body and an engine embedded in his back. When he needed to move quickly, Dragstor fell to the ground and took off in an explosive surge of great speed, riding through the dirt upon his torso wheel.

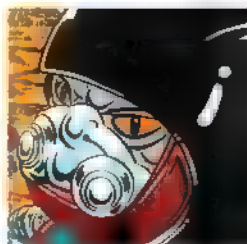


Dragstor's tale was a tragic one, for he was not always a servant of the Horde. Originally, Dragstor was a mere Etherian peasant. He was kidnapped by Hordak and underwent unspeakable experiments at the hands of the power-mad technomancer. These experiments transformed the peasant into a disfigured living vehicle. Hordak subsequently brainwashed the transformed peasant and turned him into a Hordesman.

TRIVIA: Early on in his life as a member of the Horde, Dragstor was kept locked in a cage by Hordak.

1984 UK WORLD MOTU ANNUALS

In contrast to the minicomics, the World annuals provided a somewhat different origin story for Dragstor, which referenced his portrayal in the UK comics. Theydon, a premier athlete on Eternia, was kidnapped by Hordak along with his close friend, Doodon. The pair were transformed into the cyborg warriors Dragstor and Extendar, respectively. Unlike



Extendar, Dragstor was tragically unable to break free from Hordak's mind control and served the Horde as one of their most cunning warriors. Dragstor retained no memory of his former friendship with Doodon.

1984 GERMAN MOTU AUDIO PLAYS

Dragstor's portrayal in the German audio plays was wholly different from that in other media. A skilled swordsman, Dragstor was a formidable warrior said to be undefeated in combat. He even emerged victorious in a fight against He-Man. Serving Skeletor and Hordak, he enjoyed mocking his opponents and was dubbed "the Dragon Warrior" by Orko. Dragstor was one of only a few men who ever returned from the Plain of Eternity, bringing with him the legendary Icebird and a sword laced with Hyperspace Ice to Snake Mountain.

1986 UK MOTU COMIC MAGAZINES

The UK comics established Dragstor's portrayal and origin as later seen in the World annuals. Primarily serving as a scout and capture warrior for the Horde, Dragstor was Hordak's most fiercely loyal henchman and, as a result, received much preferential treatment.



1987 ITALIAN MAGIC BOY MAGAZINES

In the Italian *Magic Boy* magazines, it was shown that Dragstor's electrical system could be short-circuited by a blast of water from Snout Spout's trunk.

2008 MOTU CLASSICS

Mostly consistent with the portrayal in the World annuals and the UK comic magazines, the Classics canon established that Dragstor fought in the Second Ultimate Battleground for the Horde.



DRAK



1983 FILMATION MOTU ANIMATED SERIES
Drak lived with his grandfather in a village located near the swamps of Snake Mountain. The young boy idolized Skeletor. He was prepared to turn a weakened He-Man over to him in exchange for power and wealth. When Skeletor burned down his village, Drak saw the error of his ways.

DRAKON

The Great Drakon

Scepter of Infinite Power

Sorcery

1984 GERMAN MOTU AUDIO PLAYS

The Great Drakon created the Grotto of the Black Sun on Eternia to hide the dangerous Scepter of Infinite Power. According to legend, Drakon left the grotto in a cursed disarray and sealed it so no man would ever be able to enter it again.

DRAKOR



Mining

1986 UK MOTU COMIC MAGAZINES

Drakor was the leader of a group of miners on Eternia. He presented a special belt buckle made of their metal to Prince Adam. Later, he used his knowledge of metals and magnetism to assist Prince Adam in foiling one of Skeletor's schemes.

DREADATOR



Superhuman strength
Invisibility
Projecting lasers from eyes

1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES

Dreadator was a gladiator who thought of himself as the most powerful warrior in the galaxy. He had won 342 straight victories on 89 planets when Skeletor and Flogg attempted to recruit him to the Mutant space force. He refused, stating that he worked alone. Instead, Skeletor tricked him into traveling to Primus and challenging He-Man. Though he proved to be a formidable opponent, Dreadator was ultimately defeated by He-Man. Before he left, Dreadator stated that He-Man had earned his respect.

Dreadator could project lasers from his eyes and possessed the power of invisibility. His incredible speed and strength rivaled He-Man's. His ship shared his power of invisibility.

TRIVIA: Dreadator's name and powers appear to have been an homage to the 1987 film *Predator*—and his armor bore a striking resemblance to Skeletor's classic design.

DREE ELLE



Trollans

Magic

1983 FILMATION MOTU ANIMATED SERIES

Dree Elle became Orko's girlfriend shortly after he helped save Trolla from the evil Dragoon. Dree Elle was given the privilege of seeing Orko's face when the two of them pledged their love. Although she remained on Trolla, she would travel to Eternia to visit Orko from time to time as their relationship blossomed. Sweet natured, she saw the good in everyone. Although not as powerful as other Trollans, Dree Elle could perform some spells.

1986 MARVEL STAR MOTU COMICS

Dree Elle returned to Eternia but was caught up in an attack on the Royal Palace by the Evil Horde. She was injured and believed to have died. Fortunately, Orko's uncle, Montork, transported Dree Elle back to Trolla and fully healed her.



DREW



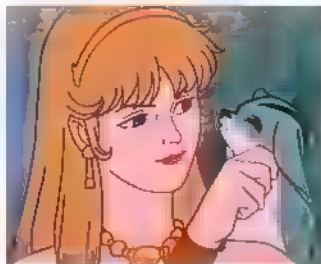
Juggling

1985 FILMATION POP ANIMATED SERIES

A young circus performer, Drew entertained the children of Etheria. Though many enjoyed his performances, he feared that his father, Caleb, did not appreciate his act and was more focused on Drew's brother Marsh.

DRISSI

DRISSI



People of Primus

Golden herding staff

Psychic connection to animals

1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES

Drissi, a young woman from Primus, was responsible for tending the animals in the Priman Oasis and caring for her younger brother, Caz. Their parents were absent for unknown reasons, but they were watched over by Master Sebrian, who lived nearby. Drissi often found herself working to curb Caz's rebellious nature.

Drissi could telepathically communicate with and sense the emotions of animals, which was useful in tending her flock. She occasionally used her power to aid He-Man and the Galactic Guardians.

TRIVIA: The series bible indicated that Drissi was attracted to He-Man but hid her feelings. This was hinted at in the early episodes of the series.

DRONE SEVEN

Bee People

Flight



1985 FILMATION POP ANIMATED SERIES

Drone Seven was a senior figure within the colony of peaceful Bee People on Etheria. After thwarting an attack by Skeletor, Drone Seven, along with Sweet Bee and the Bee People, sided with the Great Rebellion.

DUB



Free People of Etheria

1985 UK WORLD POP ANNUALS

Dub was the young nephew of the famed wizard Tub and the brother of Rubadud. He lived in the village of Bluestones, located near the Orange Mountains.

DRUDE



1983 FILMATION MOTU ANIMATED SERIES

Short and toad-like, Drude was the loyal and innocent servant of the Enchantress. Though she treated him badly, he was always there to do her bidding. He spoke with a low and guttural voice. Drude was quick to change sides when he saw the heroes gaining the upper hand. He eventually saw the Enchantress for what she really was.

DRUNDAGAR



Energy blade

1986 BRAZILIAN EDITORA ADRIL MOTU COMICS

Drundagar was the evil robot leader of a band of robotic space pirates. For many years, Drundagar and his pirates were at war with the Volturians and battled them throughout the galaxy. He transformed an enormous asteroid into a battle fortress and planned to use it to destroy the planet Voltur once and for all. When Princess Kirma and Glan attempted to blow up the asteroid with a thermal bomb, Drundagar kidnapped Princess Kirma and held her prisoner until He-Man traded the thermal bomb in exchange for her release. Drundagar's plan failed when he stole He-Man's ship and flew off with the bomb onboard. The gravitational pull of Drundagar's battle fortress caused the ship to crash directly into the asteroid and the thermal bomb exploded on impact, presumably destroying the villain. Drundagar had a dark, metallic appearance with a robotic, skull-like face. His weapon of choice was a glowing energy blade.

DUKAN



1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES

Dukan was one of Primus's greatest heroes. Long ago, he was placed in cryogenic suspension, until the ship containing his suspension chamber was found by the Galactic Guardians. Upon being revived, Dukan reacquired himself with Primus and dis-

missed He-Man as a young whippersnapper not fit to hold his saddlebags. He lost faith in himself after being bested by Skeletor and the Mutants. Now armed with the technology of the future, Dukan returned to help He-Man and the Galactic Guardians. Afterward, he rode off into the sunset with a new respect for He-Man.

People of Primus

Laser pistols
Light lasso

Sharpshooting

TRIVIA: Dukan was clearly inspired by famous western actor John Wayne. His name was a nod to Wayne's nickname, "the Duke."

DUKE DREAR

Duke of the Shadow Kingdom of Skullpath

Evil Horde

Sorcery



1985 FILMATION POP ANIMATED SERIES

Ruler of the Shadow Kingdom of Skullpath, Duke Drear was soft spoken and polite with a dour face. Though a proficient wizard, he was easily overpowered in a physical confrontation.

DUKE KOHL

Steinians of Moon Polter

1986 BRAZILIAN EDITORA ABRIL MOTU COMICS

Duke Kohl was the cousin of Gorpo (Orko) from the Stein Kingdom and functioned as an emissary from Moon Polter. He came to Eternia to request Gorpo's help with a terrible problem back on their home moon. Kohl was short, green, and bald.



DUKE TABOC



Duke of Lorin

1985 US MOTU MAGAZINES

Duke Taboc was the Duke of Lorin, a region located in the forests of Eternia. He was courageous and a good friend to King Randor.

DUKE TIBERON

1986 MOTU NEWSPAPER STRIPS

As a prime minister and prominent member of King Randor's Royal Court, Duke Tiberon was present



at all Royal Council meetings. He often advised Randor on matters of policy and was always certain his advice was the best course of action. He was snooty, persnickety, and easily annoyed, particularly by Prince Adam's

behavior. Despite his peevish nature, Duke Tiberon was diligent, always making sure the royal documents were properly attended to.

DUNCAN



FOR KING RANDOR'S MASTER OF WEAPONS, SEE MAN-AT-ARMS

1984 UK WORLD MOTU ANNUALS

Not to be confused with the Man-At-Arms of the same name, Duncan was a balding Eternian blacksmith from a small village.

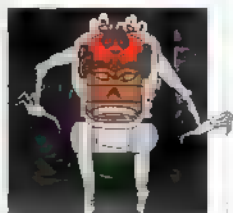
DYLAMUG

Evil Horde

Lasers concealed in top of head

1985 FILMATION POP ANIMATED SERIES

Dylamug was the Horde's robotic rogue whose imposing face was positioned on his chest. More than a simple Horde Trooper, he preyed on the weak and innocent, taking delight in the suffering of others. Dylamug could shoot lasers from the top of his head and commanded a large group

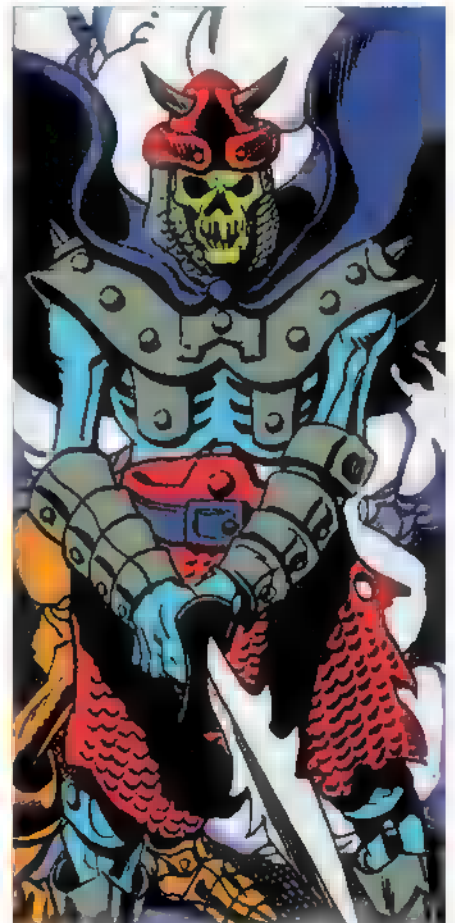


of Horde Troopers. As fearsome as he was, Dylamug was terrified of Shadow Weaver.

2008 MOTU CLASSICS

Dylamug was a diplomat droid from the planet Robotica when Hordak captured and reprogrammed him. Dylamug was once erudite and civil, but Hordak made him hedonistic and malevolent. His reprogramming made him delight in wicked acts and appetites. Dylamug served as Hordak's emissary to Horde World, where he remained when Hordak left Eternia to conquer Eternia.

D.Y.R.



Sword

Swordsmanship

1983 GOLDEN MOTU BOOKS

Long ago, the evil warlord Dyr fashioned a mighty weapon called the Sunbird, with which he planned to overthrow the Council of Elders and claim Eternia for his own. His plans were thwarted, and the Sunbird was dismantled into four separate components and hidden across Eternia. During an attempt to obtain the lost pieces of the Sunbird, Skeletor summoned Dyr's spirit to battle He-Man.

EIGHTEEN

EIGHTEEN

1983 GOLDEN MOTU BOOKS

Several years in the past, Eighteen and his fellow robots were sent from Eternia into space to seek knowledge for the Spiral of Power. Upon returning, he and his companions believed Roboto to be their master.

Energy blast
Radar sense

EIWA

1984 GERMAN MOTU AUDIO PLAYS

Eiwa appeared to be an exceptionally beautiful Trollan. In reality, she was a robot built by Skeletor to distract Orko and separate him from the other Masters of the Universe. When he accidentally tore her dress, Orko discovered the deception and cast a spell to banish Eiwa. The spell went wrong and merely miniaturized her. Eiwa attached herself to Orko and began biting him, causing Orko to believe her to be a particularly persistent flea.

Evil Warriors

ABILITIES
Flight

ELDEN



WEAPONS

Scatter Ray

Marksmanship

1983 FILMATION MOTU ANIMATED SERIES

Elden was a former soldier who had lost the use of his legs during the Orc Wars in the Sands of Time. While he was defending his post, an accident with the Scatter Ray triggered a rockslide which killed and buried many of his comrades. He vowed never to use a weapon again and worked to discourage his grandson Chad from becoming caught up in the madness of war.

ELDOR

Heroic Guardian of the Book of Living Spells

Staff
Book of Living Spells

R'tendril the Wise

SPECIAL ABILITIES
Sorcery

King Grayskull's Masters of the Universe

2008 MOTU CLASSICS

R'tendril the Wise was a great but cantankerous sage and powerful wizard of Preternia. After discovering Ro, an amnesiac young Cosmic Warrior, lying in a smoldering impact crater, R'tendril healed him in a mystic pool that unintentionally caused the technovirus to spread throughout the planet. A grateful Ro became R'tendril's pupil and took to calling him Eldor.



IMAGE COURTESY OF
DC COMICS

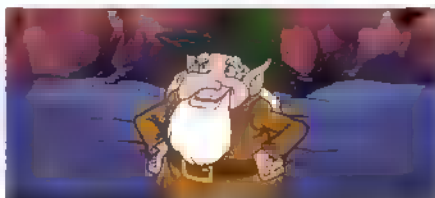
During their adventures, Eldor and Ro helped the time traveler Dare, owner of the Sword of Power in the future, when he came to Preternia. Together they taught him magic and combat skills so that he could become a true hero. Although Eldor had little patience with the boy at first, he later expressed pride in Dare's progress before he returned to his own time.

When Ro, later named He-Ro, perished during the First Ultimate Battleground, a grief-stricken Eldor used his knowledge of transformation to submerge the Three Towers into Subtemia. He prophesied their reemergence when great kings returned home and the past and future intertwined.



TRIVIA: Eldor and He-Ro action figures were planned as part of the MOTU subline Powers of Grayskull in the 1980s, but the pair were never released. Both characters were finally released as figures in the MOTU Classics toy line over twenty years later.

ELF LORD



1983 FILMATION MOTU ANIMATED SERIES

The Elf Lord ruled one of Eternia's many forests and sought peace across the planet. A short man with a high-pitched voice, the Elf Lord possessed strong magic closely linked to his forest.

ELI

SPECIAL ABILITIES
Sorcery



1985 FILMATION POP ANIMATED SERIES

Eli was a young magician who had great potential. He trained under the wizard Candor and was sent to Madame Razz to learn more. He arrogantly believed himself to be a greater spell caster than Madame Razz, endearing him to no one.

ELISHA

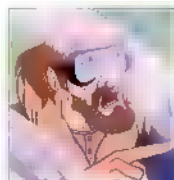
Earthlings

1985 FILMATION MOTU/POP ANIMATED CHRISTMAS SPECIAL

Elisha and her brother Miguel were a pair of Earthling children who found their way to Eternia and brought the Christmas spirit with them. During their brief stint off Earth, they found themselves on both Eternia and Etheria as well as in the clutches of Hordak, the Monstroids, and Skeletor. When Elisha and her brother returned to their home on

Earth, their parents did not believe their stories about what had happened to them, but the children surprised their parents when they flew with the help of Man-At-Arms' flying belts.

ELMAS



1983 FILMATION MOTU ANIMATED SERIES

Elmas and Abram were farmers located near Mount Krona. Elmas was an elderly gentleman with a surprisingly young voice.

ELORA

Skilled archaeologist

1983 FILMATION MOTU ANIMATED SERIES

Elora, Melaktha's assistant, was an accomplished archaeologist who aided him in his exploration of the Tikahn Jungle. She was striking, clad in a purple costume and sporting bright blue hair.



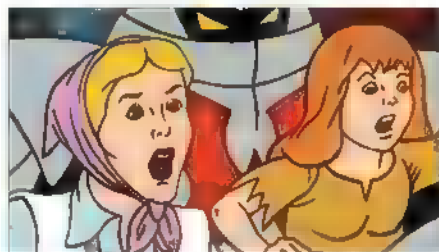
ELSE



1985 FILMATION POP ANIMATED SERIES

Else and her husband, Loden, were an elderly couple living in poverty under Horde oppression. When they rebelled, they were taken captive, forcing their daughter, Mally, to seek out the Great Rebellion.

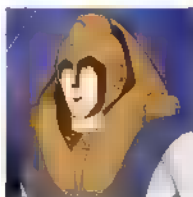
ELSIE



1985 FILMATION POP ANIMATED SERIES

Elsie and her husband, Farmer Petro, along with their daughter Miranda, were subject to the Horde's unreasonably high taxing of their farm. She was thankful when She-Ra saved their farm.

EMAR



1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES

Emar was the representative of the Protectons from the planet Makkina. His people had achieved peace at the expense of their own freedom. The Protectons secretly dominated Emar's world. As part of an underground resistance to overthrow their rule, Emar ultimately helped He-Man usurp the Protectons and reclaim his planet.

EMMA

1983 FILMATION MOTU ANIMATED SERIES

A villager from Ruxtown, Emma was a very thin woman who was quick to jump to conclusions. She was naturally fearful of everything, yet at the same time her personality was rather headstrong. Emma eventually displayed a great deal of affection for Herman, the man known as the Tangler, even though she had initially been fearful of him.



EMPEROR ARKOS



1986 UK MOTU COMIC MAGAZINES

Emperor Arkos ruled a city on a planet located on the opposite side of the universe from Eternia. He used his scientific skills to construct a ray that displaced the savage monsters from his planet, but he unwittingly transported them to Eternia, where they caused equal destruction. When He-Man and Man-At-Arms investigated, Arkos assisted Man-At-Arms in adjusting the ray to transport the monsters to an uninhabited world instead.

EMPEROR KATHAR

Leadership



1983 FILMATION MOTU ANIMATED SERIES

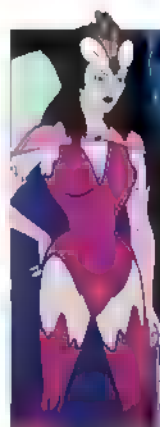
Emperor Kathar was the wise ruler of Simbar and father to Princess Kathay. As part of his rule, Emperor Kathar had to appear before the Council of Seasons every year on the first day of spring and request permission to continue as ruler.

ENCHANTRESS

Sorcery

1983 FILMATION MOTU ANIMATED SERIES

An archnemesis of King Miro, the Enchantress was a powerful witch who lived at Castle Fear within the murky Swamps of Enchantment. She could perform a wide array of spells and spy on her enemies through her crystal ball. Her costume featured a bird motif. She displayed her cruelty by abusing her servant, Drude, on a regular basis.



ENDOR

Sorcery

1985 GOLDEN POP BOOKS

Endor had once been Etheria's greatest wizard. He froze himself and his family in order to prevent his wife from succumbing to a terrible illness. The wizard stole Frost's power to maintain the spell. After healing his wife, She-Ra assisted Endor and his family in passing through into the Land of Legends.



ENTRAPTA

ENTRAPTA

Tricky Golden Beauty
Fairy of Entanglement

NAMES

Es'Tra Vesselak

AFFILIATION

Evil Horde
Princesses of Etheria

Long, braided tresses

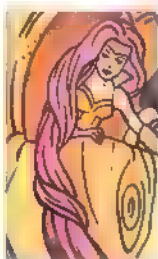
Controlling braided hair
Master inventor
Golden glow
Golden touch

1985 FILMATION POP ANIMATED SERIES

Cunning and manipulative, Entrapta was a skilled Horde technician who invented a wide range of technology, from traps to highly advanced tanks. She used her two incredibly long braids of hair to attack foes and control her equipment. Possessing a snobbish disposition, she was quick to dismiss Rebel attacks and always assumed her own methods to be superior.

1985 POP MINICOMICS

In addition to entangling victims in her tresses, the POP minicomics gave Entrapta a power referred to as a "golden glow" which bewitched and entranced her enemies, rendering them harmless. This power apparently came from her golden armor, though this was not explicitly stated. The combination of her deadly locks and hypnotic power made Entrapta a dangerous foe indeed.



1986 GERMAN POP AUDIO PLAYS

The German audio plays presented Entrapta as the most inscrutable Princess of Etheria. No one was ever entirely sure whose side she was on, though both She-Ra and Catra respected the Fairy of Entanglement and allowed her to come and go from their homes. Entrapta would help She-Ra and her friends at times, and Catra and Clawdeen at others. She also had the power to turn anything she touched into gold.



1986 UK POP COMIC MAGAZINES

The UK comics offered a very different portrayal of Entrapta, depicting her as a mysterious and reclusive figure who dwelled within the Prism of Lights. Solitary, con-

fused, and distrustful, Entrapta was uncertain of her allegiance on Etheria. She found it difficult to trust anyone, though she did respect She-Ra and was at times willing to help her, on the condition that She-Ra would owe her a favor in return.

2008 MOTU CLASSICS

Es'Tra Vesselak was an illegitimate heiress of Bright Moon when Catra recruited her into the Horde during their invasion of Etheria. Becoming known as Entrapta, she used her long magical hair to ensnare her enemies. Later, after the Rebels had weakened their grip on Etheria, Entrapta followed Hordak to Eternia and fought alongside the Horde in the Second Ultimate Battleground.



ERIC THE GUARD

Royal Guard

Media
Trained Royal Guard



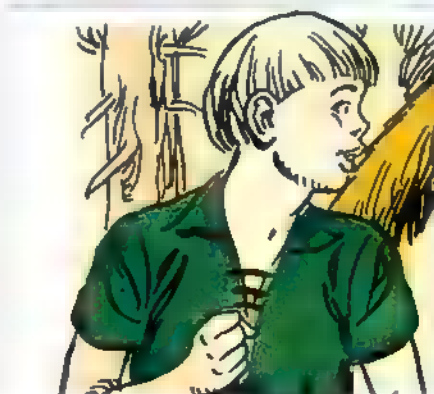
1986 MOTU NEWSPAPER STRIPS

Eric the Guard was a loyal and dutiful member of the Eternian Royal Guard.

Trustworthy and stalwart, he helped keep Eternos and its Royal Palace safe from danger.

TRIVIA: While Eric was a relatively minor character in the newspaper strips, he appeared in several story lines and exchanged dialogue with a variety of characters.

ERVAL



1986 UK POP COMIC MAGAZINES

Ervall was a small boy who lived with his mother in a cottage within the safety of the Whispering Woods. He was once rescued by Perfuma and Flutterina when the Horde cast a spell over the Whispering Woods.

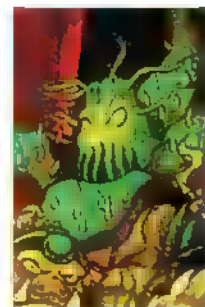
EVER MEAN

Affiliation
Skeleteen's Evil Warriors

Special Abilities
Plant-based powers

2008 MOTU CLASSICS

In the aftermath of the Unnamed One's return and the destruction of Castle Grayskull, Ever Mean appeared among the Evil Warriors assembled by Evil-Lyn and Skeleteen on the Moon of Droom. A plant-based creature, he and his comrades were minions of the Unnamed One during the Third Ultimate Battleground.



EVIL-LYN

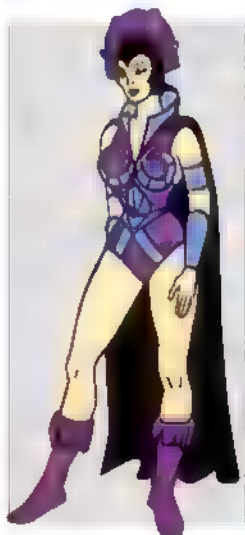
Evil Warrior Goddess
Mistress of the Realm of Shades
Sorceress of Horokoth

Evelyn Morgan Powers

Evil Warriors
Monster Warriors
Demons of Evil

Wand
Staff
Dagger

Powerful sorcery
Extensive knowledge of the arcane
Telepathy
Shape shifting
Disguise
Manipulation
Leadership



1983 FILMATION MOTU ANIMATED SERIES

Described by Skeletor as his "right hand of evil," Evil-Lyn was both his greatest ally and worst enemy. Unlike her yellow-skinned toy version, Evil-Lyn was depicted as having olive skin. The most talented and intelligent of all the Evil Warriors, Evil-Lyn had magical powers that made her second only to the Lord of Destruction, a fact that immensely frustrated her. She once revealed to Teela that she felt no loyalty toward Skeletor; it was his power that she wanted. She proclaimed that one day she would seize Skeletor's power, and all of Eternia would feel her might. She often recruited other Evil Warriors for her own plots and delighted in bossing them around. After each rebellious outburst, Evil-Lyn would inevitably fall back under Skeletor's protection.

Evil-Lyn was one of the most powerful beings on Eternia. Her magical abilities appeared to be endless, both with and without her wand. She could fire beams from her hands and eyes, create blinding flashes of light, teleport, disguise herself, give life to inanimate objects, control the minds of others, prevent herself from feeling hunger or thirst, and conjure violent storms, among other things. Her magic was occasionally used to power mysterious relics from Eternia's past, including the Shaping Staff, the Spellstone, and the Dragonpearl. She could also increase her own magical abilities by using foreign mystical objects, such as the Cosmic Comet.

TRIVIA: Evil-Lyn once removed her headpiece, revealing short white hair.



1983 MOTU MINICOMICS

In the MOTU minicomics Evil-Lyn had yellow skin to match her toy version. She wielded the powers of darkness with remarkable skill and appeared to be the most intelligent of Skeletor's Evil Warriors. The evil sorceress of Snake Mountain had many magical powers at her disposal and also carried a magical staff topped with a

TRIVIA: Evil-Lyn was meant to be featured prominently in two minicomic stories which were never released: *Return from Terror Island!* and *Ring of Dreams*.



mystical orb. Little is known of the orb, though Evil-Lyn referred to its power as "blue crystal magic." Evil-Lyn was quite treacherous and once stated, "I am on no one's side but my own."

1983 GOLDEN MOTU BOOKS

Unlike her depictions in other media, the Golden books established Evil-Lyn as originally having been an Earth woman named Evelyn Powers. Evelyn was a scientist on Marlena's space shuttle, which eventually crashed on Eternia's Dark Hemisphere with her, Biff Beastman, and Dr. Scope onboard. A great evil magic transformed Evelyn Powers into Evil-Lyn.

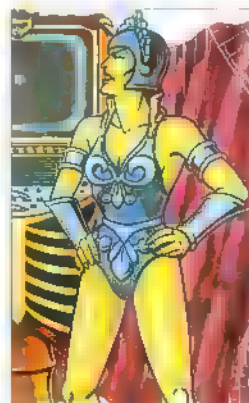
Her wand was the source of her powers, permitting her to shape shift to look like anyone else. Further, she could transform into the winged demon Screech and hurl bolts of sorcery from her black talons. Jealous of Teela, Evil-Lyn desired to rid Eternia of her heroic counterpart.

1983 LADYBIRD MOTU BOOKS

In addition to characteristics common across canons, Evil-Lyn was well versed in Eternian history in her Ladybird books appearances.

1983 MOTU KID STUFF RECORDS

Portrayed as a stereotypical witch, Evil-Lyn possessed amazing skills with magic in the Kid Stuff Records stories. These included the ability to transform into the hideous vulture Screech. In a stark difference from her appearances in other media, Evil-Lyn was given a harsh, bird-like voice and spoke with a cockney accent.



EVIL-LYN

**1984 GERMAN INTERPART-CONDOR MOTU COMICS**

The German Condor comics established Evil-Lyn as the mistress of the Realm of Shades. Initially at odds with Skeletor, she eventually teamed up with him against He-Man and the Masters of the Universe.

1984 UK WORLD MOTU ANNUALS

Portrayed similarly to other media, Evil-Lyn preferred trickery and deceit over a fair fight. Her wand could display images of the future and produce blinding flashes of light.

**1986 BRAZILIAN EDITORA ADRIAL MOTU COMICS**

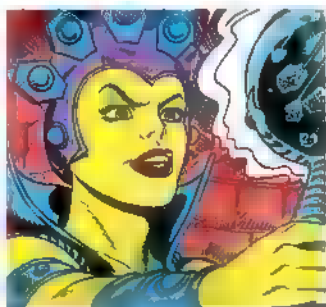
Acting in concert with Skeletor, Evil-Lyn once purposely detonated an atomic bomb which succeeded in killing He-Man. Fortunately, the Sorceress's magic, combined with Teela's great love, brought He-Man back to life.

**1986 MARVEL STAR MOTU COMICS**

The Marvel Star comics included an alternate-reality version of Eternia, created when Prince Adam's Sword of Power was transported thirty years into the future. During these years without He-Man, Evil-Lyn stood by Skeletor's side as he ruled Eternia from Castle Grayskull. At some point, she began wearing a hooded cape. Evil-Lyn greatly enjoyed her position of power.

**1986 UK MOTU COMIC MAGAZINES**

Evil-Lyn was presented with a unique origin in the UK comic magazines. She was a young woman in the service of King Randor and Queen Marlena.



She possessed great magical powers and a total hatred for the queen. When she learned of Skeletor breaking through the Mystic Wall, the woman transformed herself into Evil-Lyn. She then joined Skeletor with the desire to destroy the queen upon Skeletor's conquest of Eternia.

Often seen sporting a long red cape, Evil-Lyn believed that the forces of magic were far superior to brute force.

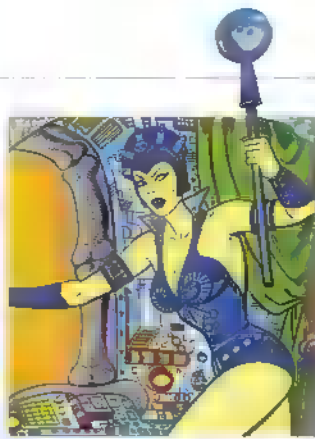
1986 UK POP COMIC MAGAZINES

Portrayed much as she was in most other media, Evil-Lyn did display the unique magical ability to split herself into three individual beings.

1987 MOTU FILM

Unlike other depictions, Evil-Lyn was careful and calculating when using her magic in the 1987 live-action film. Evil-Lyn sported an elaborate costume completely different from any other media depictions. Her demeanor, in contrast to that of Skeletor, was calm and controlled.

Evil-Lyn served as Skeletor's undisputed number one. At times, Evil-Lyn received strong affection from Skeletor, which she accepted. She was ordered to command a force to Earth after she tried to speak up for the mercenaries. She was told by Skeletor that if she failed, she would share in the Evil Warriors' fate. As soon as she saw the tide of the final battle turning toward the heroes, Evil-Lyn fled with Karg and Beast Man.

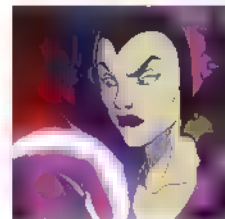
**1987 GERMAN EHAPA MOTU COMICS**

The German Ehapa comics showed Evil-Lyn performing some varieties of sorcery she had not used in previous portrayals. Among these were casting a spell on Man-At-Arms to make him fall blindly in love with her and using a voodoo doll to plague He-Man with maddening nightmares. She also crafted a harness that turned Skeletor into a He-Man doppelgänger.

2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES

While largely following in the footsteps of earlier media, the MYP animated series portrayed Evil-Lyn as a more complex individual, both power hungry and deceitful. Though she plotted to betray Skeletor to both the Snake Men and Hordak, she was also protective of the power she had gained as his second in command. In a flashback to the day Evil-Lyn met Keldor, a romantic attraction was implied.

She and Beast Man were often depicted as rivals for Skeletor's favor. Despite these traits, she also displayed loyalty to her father, the Faceless One, who hoped she would someday see the error of her ways.

**2002 MVCREATIONS MOTU COMICS**

Adding to her depiction from the MYP animated series, the MVCreatations comics provided some additional backstory for Evil-Lyn. She was taken from her father as a baby in Eternia's ancient past and brought to the future by Keldor. She tried to gain more power over Skeletor with the Shakarran Crystal but failed. Her powers were increased thanks to keeping a small shard from it. Later when she came into contact with Despondos's magic and was dying, it was Skeletor who helped save her.

2008 MOTU CLASSICS

Born to the Lord of Zalesia in Preternia, Evelyn Morgan Powers grew up thousands of years later when the wizard He-Ro transported her, for her own safety, to the future, at her father's behest. A selfish child who grew tired of the boredom of life in the ruins of her father's city, she left as a teenager. Assuming the name Evil-Lyn, she learned the dark arts from many master magicians across Eternia. She eventually met the young alchemist Prince Keldor, and the two fell in love and secretly married. The couple's marriage was cut short when Evil-Lyn took a mortally wounded Keldor to Hordak in a bid to save his life. Transformed into Skeletor, Keldor no longer had any emotional attachment to Evil-Lyn and spurned her. Embittered, Evil-Lyn began conspiring against him and seeking power for herself. Enlisting the help of the Mighty Spector, she sent her and Keldor's son into the future, much as her father had done to her.

Over the subsequent years, she would attempt to betray and undermine Skeletor. First, she released the Snake Men and then Hordak from their respective imprisonments. Disappointed by these failures and fearful of Skeletor's wrath, Evil-Lyn attempted to bolster Skeletor's forces by freeing Gygor and brainwashing Tung Lashor. Her plans eventually backfired.

During the Second Ultimate Battle-ground, she fought first for the Horde and later alongside Skeletor once more. Teela,





the new Sorceress, stripped Evil-Lyn of her powers, which forced her to use the Cosmic Key and the power of the Central Tower to follow her son into the future. Many years later, on the Eternian moon of Droom, she plotted in secret with her son, Skeleteen, to summon an intergalactic army and conquer the universe, even as they served the Unnamed One to fight against King He-Man.

However, she convinced Teela to restore her powers and assisted in preventing the Unnamed One from recasting the Spell of Separation. After the Unnamed One's death, Evil-Lyn stood with her son and continued to fight against He-Man's son, He-Ro II.

2012 DC MOTU COMICS

The 2012 DC comics portrayed Evil-Lyn as a seductive and brilliant witch. She was not above using physical pleasures to manipulate her victims. She served on whichever side benefited her the most. Patient and capable of pulling off elaborate schemes, she succeeded in making her way to the Forge of Grayskull, which was under the control of Hordak at the time, and managed to transform herself into the new Sorceress of Horokoth. In this form, attired in a more Horde-like red outfit with a batwing cape, she battled Teela in her Serpos form. She later took Skeletor's dead body back to Anwat Gar and resurrected him in the blood pool of his mother, Saryn the Witch.



IMAGE COURTESY OF DC COMICS

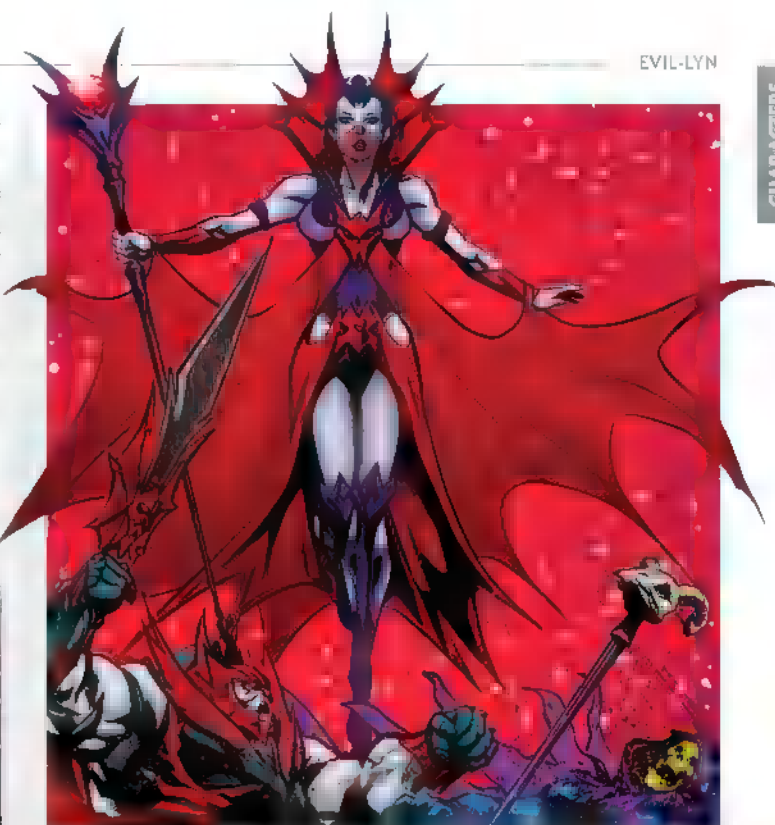


IMAGE COURTESY OF DC COMICS

DISGUISES



CATHERINE MARY WINSTON: Evil-Lyn disguised herself as Julie's mother in order to trick Julie into handing her Gwildor's Cosmic Key.
1987 | MOTU Film

GLASS LADY: Working with Hordak, Evil-Lyn posed as the Glass Lady, a wise queen from a utopian kingdom who had been trapped by evil forces inside a crystal prison that stunned anyone who came too close. Falling in love with her on first sight, He-Man left behind his Power Sword to follow her and help save her kingdom. Instead, Evil-Lyn lured him right into Hordak's Fright Zone.

1984 | German Interpart-Condor MOTU Comics



LADY NADIRA: This was a disguise and persona used by Evil-Lyn to gain entry into the Widgets' fortress. Her innocent looks, cunning, and seductiveness charmed Squinch into revealing the Conditio.

1983 | Filmation MOTU Animated Series



MAGESTRA: A traveling magician with short white hair and a flowing cape, Magestra wielded the legendary Shaping Staff.

1983 | Filmation MOTU Animated Series



SERSI: This Lady of the Lagoon persona was a disguise developed by Evil-Lyn in an attempt to turn the Masters of the Universe against one another. A white-haired siren, Sersi could employ mind control through the power of her voice. Her song influenced Ram Man to do her bidding.

2002 | Mike Young Productions MOTU Animated Series



THALIA: Evil-Lyn once disguised herself as a Thenurian named Thalia in order to manipulate the scientist Gwildor. Gwildor, shocked that another Thenurian resided on Eternia, became smitten with the diminutive, ruddy-faced Thalia and was heartbroken when he found out she was actually Evil-Lyn.

1986 | MOTU Newspaper Strips



ZENIA: Evil-Lyn adopted this disguise while turning the people of Eternia against King Randor in the wake of terrible storms she and Skeletor had created with the Spellstone. Although she was old in appearance, she could not disguise her voice, which Teela recognized before she forced Evil-Lyn to reveal herself.

1983 | Filmation MOTU Animated Series

EVILSEED

EVILSEED

1993

Evil Master of Plants

Evil Seed
Sero MalustroScepter of Power
Vine staffCouncil of Evil
Evil Warriors
Evil HordeControl over plants
Creation of plants

1983 FILMATION MOTU ANIMATED SERIES

A giant, plant-like creature, Evilseed exuded confidence in his ability to control his alien vines. He believed that plants should rule Eternia. Evilseed held no allegiance to either the heroes or villains of Eternia. When Evilseed made his own attempt on the planet, He-Man and Skeletor had no choice but to team up and work together in order to defeat him. He was greatly weakened when exposed to cold temperatures.

2002 MIKE YOUNG PRODUCTIONS
MOTU ANIMATED SERIES

Sporting a very different look from his Filmation appearance, Evilseed played a somewhat more prominent role in the MYP animated series. Devious and vengeful,

Evilseed was the archnemesis of Moss Man and hated the balance of nature. He used his powers to create and command plant life. He tricked Orko into helping him escape his imprisonment beneath the Evergreen Forest, seeking revenge against humankind. Like Moss Man, he could produce thorns and vines from his body or the ground to attack and bind his enemies. He created giant plant creatures and traversed the landscape with great speed atop a huge vine monster that possessed a hydra-like ability to grow additional heads when struck. Later, he joined forces with Skeletor as part of the Council of Evil.

2008 MOTU CLASSICS

During the Great Wars, Moss Man created the creature Sero Malustro to aid the Free People against the Snake Men and the Horde. Malustro, however, took joy in corrupting plant life and soon turned on his creator, becoming Evil Seed. Bedeviled by his own "son," Moss Man fought Evil Seed and trapped him with magical chains that restrained him for five thousand years. When the innocently curious Orko accidentally set him free, Evil Seed resumed his war on Moss Man and his allies. He fought alongside the Evil Horde in the Second and Third Ultimate Battlegrounds.



EXTENDAR

1984

Heroic Master of Extension

Doodon

AFFILIATIONS

Heroic Warriors
Great Rebellion
Masters of the Universe

WEAPONS

Lance
Shield

SPECIAL

Extending arms, legs, neck, and torso
Increased strength while extended

1983 MOTU MINICOMICS

Known as the "Tower of Power," Extendar willingly accepted Hordak's offer to transform him into a cyborg warrior after Extendar was impressed by Dragstor's abilities. Although Hordak attempted to brainwash Extendar and turn him to the side of evil, He-Man's intervention prevented this and enabled Extendar to break free of Hordak's control. King Randor and Queen Marlena subsequently welcomed the Tower of Power into the ranks of the Heroic Warriors.

Extendar's ability to increase his size by extending his mechatronic arms, legs, neck, and torso also amplified his strength, making him a formidable warrior.

TRIVIA: Extendar wore the armor of a knight, though it was clear that he was not knighted by King Randor and Queen Marlena, as he met them for the first time after he was transformed by Hordak. He was also already called Extendar before Hordak's tampering.

1984 GERMAN MOTU AUDIO PLAYS

In a very different backstory, the German audio plays established that Extendar, accompanied by Snout Spout, was a space traveler whose spacecraft crashed on Eternia. When He-Man tried to force open the door of their vessel and help them, they misinterpreted his actions as hostile and fled. Meeting King Hiss, the pair were told that Skeletor was a hero fighting to free Eternia from the evil He-Man, and they joined his cause. Eventually, Extendar and Snout Spout realized the deception. The pair joined the Heroic Warriors and swore to combat evil.



1986 UK MOTU COMIC MAGAZINES

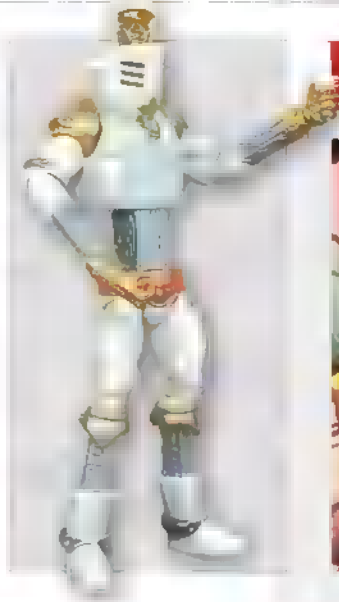
The UK comics gave a completely different version of Extendar's origin. Extendar was originally an athlete named Doodon. He and his friend Theydon were captured and experimented upon by Hordak, who transformed them into the warriors Extendar and Dragstor, respectively. Extendar was able to throw off Hordak's mind control and joined the Heroic Warriors. Angered by what Hordak had done to his friend Theydon, Extendar vowed not to rest until Dragstor was freed from Hordak's control. He was at first unable to bring himself to fight against Dragstor due to their former friendship.

After finding himself in his cyborg body, Extendar was forced to learn about electronics and developed a strong knowledge of computer systems, which was a useful aid to his comrades. Extendar's extension ability enabled

him to scale high walls with ease and transport himself across rough surfaces.

2008 MOTU CLASSICS

The Classics canon revisited the UK comics origin, adding some details of its own. Doodon, a famous Etherian athlete, became the cyborg warrior Extendar when Hordak manipulated him into entering his Experimentation Matrix. He escaped before Hordak's mind control could take effect but regretted being unable to stop his best friend Theydon from becoming Dragstor. Extendar would later join She-Ra and other members of the Great Rebellion on their sojourn to Eternia to fight the Horde alongside the Renegade Masters of the Universe. He participated in the Second Ultimate Battleground.



EYEDEAM



FILMATION

Defenders of Trolla

Spear

2008 MOTU CLASSICS

Eyebeam, alongside others, defended the Temple of Power when He-Man and Skeletor accidentally teleported to Trolla. He welcomed He-Man as an ally and fought to prevent Skeletor from using the Revenge Squad to gain access to the temple.

FACELESS ONE

Ancient Lord of Zalesia

King Nikolas Powers

Council of Wisdom
Masters of the Universe
Council of Elders

WEAPONS

Havoc Staff
Ram Stone

Magic

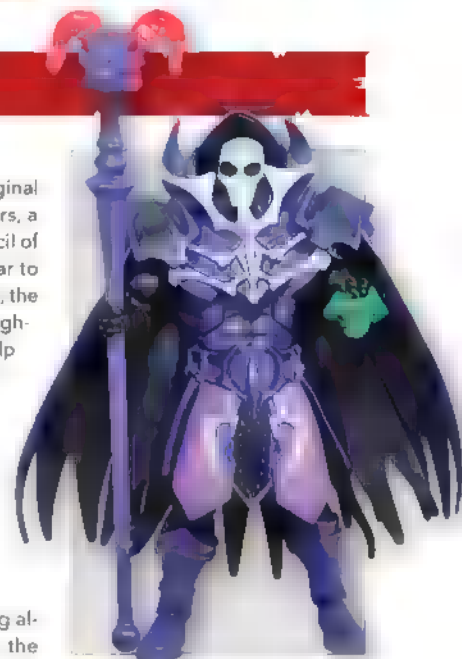


2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES

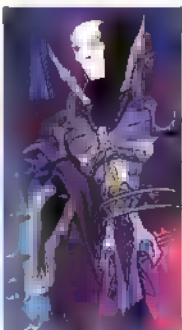
The Faceless One was a wizard bound by unknown forces as a prisoner inside the Temple of the Ram Stone, located in the ruins of Zalesia in the Sands of Fire. He guarded the Ram Stone, a powerful artifact that could pierce any manmade or mystical barrier.

2008 MOTU CLASSICS

In Classics, the Faceless One's original name was given as Nikolas Powers, a member of King Grayskull's Council of Elders. While his origin was similar to the one in the MvC creations comics, the Faceless One arranged for his daughter's travel to the future with the help of He-Ro and the power of the Central Tower. Immortal, the Faceless One received her five thousand years in the future and raised her in the ruins of Zalesia until, in a fit of teenage rebellion, she ran away in search of power. Unable to leave the ruins, the Faceless One waited for her return until a young alchemist named Keldor came to the ruins to steal the Havoc Staff for his master Hordak. In their struggle, the Faceless One had a vision of Keldor's future as the father of Evil-Lyn's unborn son Skeleteen. Believing that "the guardian bloodline" must continue, the Faceless One allowed Keldor to take the Havoc Staff as long as he never returned to the ruins of Zalesia.



barrier. The Faceless One was the father of Evil-Lyn, who used their family bond to ambush him and steal the Ram Stone for Skeletor. Although the Faceless One disapproved of Evil-Lyn's choices, he hoped for her redemption. The Faceless One appeared to know many secrets; he knew to contact Prince Adam so that He-Man could save Evil-Lyn from Skeletor's wrath after she had betrayed him one too many times.



2002 MvC CREATIONS MOTU COMICS

In the comics by MvC creations, the Faceless One was again Evil-Lyn's father, trying to save his daughter from the lethal consequences of her villainous actions. The comics revealed a more extensive backstory for the Faceless One, who was the Lord of Zalesia and a member of the Council of Wisdom in Eternia's ancient past and the original bearer of the Havoc Staff. He had fallen in love and sired Evil-Lyn, an act forbidden to members of the Council. As a result, King Hiss was able to kidnap the infant Evil-Lyn and force her father to help him bring the snake god Serpos to life. Despite his attempts to thwart Hiss, Serpos destroyed his city, and the Council of Wisdom punished him by transforming him into the Faceless One. He gave his Havoc Staff to a mysterious stranger resembling a young Keldor so that he would take Evil-Lyn to safety. Even though he was willing to make dangerous bargains to help his wayward daughter, the Faceless One later helped He-Man defeat Skeletor and also a resurrected Serpos by enchanting his sword.

FACET

Rock People

FILMATION

Transformation into comet for travel through space



1985 FILMATION POP ANIMATED SERIES

A child of the Rock People, Facet arrived shortly after Granita, Rokkon, and Stonedar. They made the kingdom of Spikeheart their home. Like her fellow Rock People, she could transform herself into a comet and travel through space. Though she possessed incredible strength, she chose never to engage in physical violence.

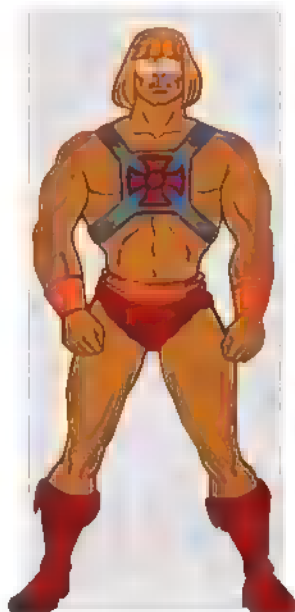
FAKER

1984
Evil Robot of Skeletor
Evil Robotic He-Man
Impersonator

Evil Warriors
Monster Warriors

Orange Sword of Power
Orange axe
Orange shield

Superhuman strength
Impersonation of He-Man



1983 FILMATION MOTU ANIMATED SERIES

Magically created by Skeletor to fool the Sorceress, Faker was an evil replica of He-Man, only distinguishable by his glowing eyes and a voice with little inflection. After a brief battle with the real He-Man, Faker fell down the bottomless gorge surrounding Grayskull.

1983 MOTU MINICOMICS

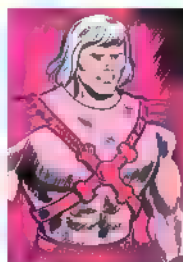
The MOTU minicomics, along with the action figures they accompanied, depicted Faker with a radically different appearance from the Filmation animated series. Though he possessed He-Man's physique, the robotic Faker had blue skin and wore an orange version of Skeletor's armor. Despite these differences, Skeletor was still able to use Faker to confuse his enemies.

Faker's sole minicomic appearance established that he was a longtime member of

Skeletor's Evil Warriors. Faker was summoned to help Skeletor prevent King Randor from piercing the veil between dimensions, but was defeated by the combined efforts of King Randor and the Sorceress when King Randor's spear flew straight into the android's chest.



TRIVIA: Faker was meant to be prominently featured in *Ring of Dreams*, a minicomic story that was never released.

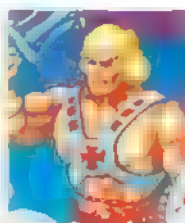


1984 UK WORLD MOTU ANNUALS

Compensating for Faker's blue-skinned toy appearance, Skeletor could temporarily make Faker into an exact physical copy of He-Man in the World annuals. For a time, Faker was held at Prison Star. He was notorious throughout the cosmos as a mass murderer.

1984 GERMAN MOTU AUDIO PLAYS

In the German audio plays, Faker was an android constructed by Skeletor, telepathically controlled by



Tri-Klops from a remote location. Enormously strong, Faker nearly defeated He-Man in combat. He was ultimately destroyed when He-Man decapitated him.

1986 UK MOTU COMIC MAGAZINES

In contrast to most other depictions, the UK comics gave Faker a more individualized personality. A magical creation rather than a robot, he was created by Skeletor to sully He-Man's name. Faker developed

an intense rage and hatred toward the hero after He-Man defeated him in their first battle. He wished to surpass He-Man's power and even challenge Skeletor. Although blue skinned in his natural form, he could temporarily assume He-Man's exact appearance before the spell wore off, and on one occasion, he was confusingly depicted wearing clothes like Prince Adam when in his natural form.



2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES

TRIVIA: Although Faker did not officially appear in the MYP series, the writers intended for the holographic He-Man robot created by Man-At-Arms to be converted into Faker at a later stage, and hinted at this by having the robot briefly turn the colors of Faker when it was deactivated.

2008 MOTU CLASSICS

The Classics provided a different backstory for Faker, based on his intended origin for the MYP series. Originally built by Man-At-Arms to serve as a double for He-Man when the latter was forced to retain his Prince Adam form, Faker was damaged in his first battle and abandoned. Tri-Klops salvaged the robot from the royal junkyard, reprogrammed it, and gave it blue skin upon Skeletor's orders. Faker was able to trick the inhabitants of Eternia into believing that He-Man was secretly a blue-skinned Gar. Not only did Faker breed distrust for He-Man among the Eternians; he also allowed Skeletor to frame He-Man for King Randor's apparent murder after Skeletor secretly banished the king to Despondos. Faker's deception allowed Skeletor to conquer Eternia, drive the Masters of the Universe underground, and dissolve the Royal Guard—an act that helped weaken Eternia before the Horde returned. Faker participated in the Second Ultimate Battleground. In a battle with He-Man over Skeletor's

Invisible Ray, some of He-Man's essence transferred into Faker, making him self-aware and almost as strong as He-Man. Faker struggled to comprehend the goodness germinating within him, even briefly protecting He-Man's son, Dare. However, after seemingly sacrificing himself to save Dare from assassins, Faker's original program reasserted itself, rejecting He-Man's goodness. Faker was later banished to Anti-Eternia, where he reluctantly served Anti-He-Man as a double agent, posing as ally to the heroic Keldor.

TRIVIA: The 2002 MVM Creations comic established the existence of a parallel universe and hinted that the He-Man of that dimension was Faker.



FALCON



Hand-to-hand combat

1985 FILMATION POP ANIMATED SERIES

The Falcon was a legendary figure in Etheria's history and the father of Sea Hawk. In his day, the Falcon was a patron of the poverty-stricken Etherians. He set a precedent for Sea Hawk by plundering the Horde's galleons and giving the proceeds to those worse off than he; as a result, he was poorer than everyone. He disappeared when Sea Hawk was just an infant, his whereabouts unknown. He reappeared as an aged

man who was very sick; the only thing keeping him alive was the enchanted air in a deserted island grotto. Thus, he could not leave the island and join his people in the continued fight against the evils of the Horde. After he and Sea Hawk were reunited on the island, Falcon gave him his magical pirate gear: Seven-League Boots, an Impact Ring, and a Photon Cutlass.

FALSE FACE



Evil Horde

Physical transformation to take on anyone's appearance

1985 FILMATION POP ANIMATED SERIES

False Face was a ghoulish, unintelligent criminal and member of the Evil Horde. His "disguise magic" enabled him to shape his appearance into the form of any person of his choice. Although he was able to physically impersonate others, his voice would remain unchanged.

FANG MAN

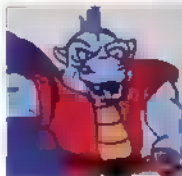
Evil Fanged Minion of Skeletor

Scutes Ignis

Evil Warriors

Reptile sword
Electro mace

Control over fire-breathing animals
Piercing tongue



1983 FILMATION MOTU ANIMATED SERIES

Fang Man accompanied his master Skeletor to Eternia's past. Blue skinned and musclebound, Fang Man had a protruding mouth and hissing tongue. He wore somewhat regal attire. He could also control Dragosaurs, riding them into battle.

2008 MOTU CLASSICS

Originally Scutes Ignis from the Valley of Dragons, Fang Man evolved from the Dragosaurs, an ancient Preternian species. He discovered he had the rare ability to control fire-breathing dragons, something even the Beast Men could never do. He joined Skeletor's warriors and was sent back in time with the Wheel of Infinity to prevent the construction of Castle Grayskull. After their defeat, Skeletor abandoned Fang Man in the past with his ancestors on Dragosaur Isle.



FANG-OR



Snake Men

Curved blade

Extendable fangs
Skilled mechanic

2008 MOTU CLASSICS

A vicious Snake Man who could regrow his massive fangs after projecting them like knives, Fang-Or became fascinated with technology in an early battle with the Horde. He later assisted Snake Man-At-Arms, and learned to build weaponry and vehicles. Accessing the technology of the Cosmic Key, Fang-Or and several Snake Men survived the Second

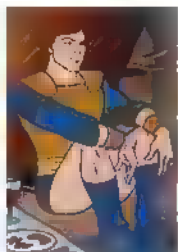
Ultimate Battleground by journeying to Trolla, where they became Lady Slither's vassals. Fang-Or mobilized Slither's Snake Lair and, after years adrift, the Lair and its occupants settled on Eternia.

FARIN

FARIN

1983 FILMATION MOTU ANIMATED SERIES

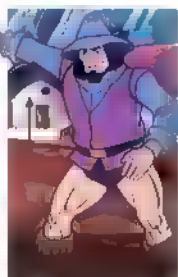
Farin was the teenage boyfriend of Karil, a young woman in awe of He-Man. Foolishly jealous, Farin devised an ingenious plan to trick Karil into believing that he and He-Man were one and the same. Although he succeeded in convincing her of this, his trick had dangerous repercussions—Modulok captured Farin, believing him to be the secret identity of He-Man. Modulok persisted in believing Farin to be He-Man even after Farin tried to explain he had been bluffing. Farin's bravado and confidence evaporated as a result of his capture, and he eventually had to be rescued by the real He-Man, having learned the hard way that it was unwise to lie in order to impress his girlfriend.



FARMER ELIAS

1983 FILMATION MOTU ANIMATED SERIES

A villager from Ruxtown, Farmer Elias was a rotund gentleman who seemed to be somewhat slow but was quick to jump to conclusions. He spoke in a protracted way and sported an Amish-style beard.



FARMER KARLIS

1985 FILMATION POP ANIMATED SERIES

Farmer Karlis was a kindly man who supplied food to the Great Rebellion, well aware that he ran the risk of the Horde's wrath. He spoke bravely of standing up to the Horde but fled in panic at the sight of one of their transports.



FARMER PETRO

1985 FILMATION POP ANIMATED SERIES

Farmer Petro, his wife Elsie, and their daughter Miranda were subject to the Horde's unreasonable taxing of their farm. Petro stood up to the Horde, who were aware of the aid he provided to the Great Rebellion.



FAULTMASTER



Dr. Mindran

Earthquake-inducing technology

Causing devastating earthquakes

1986 MOTU NEWSPAPER STRIPS

A madman, the Faultmaster was once an Eternian scientist named Dr. Mindran, whose tectonic theories were ridiculed by the Eternian Science Academy. He subsequently dubbed himself "the Faultmaster" and proceeded to unleash a series of devastating earthquakes on Eternia, causing serious damage to the Rondalian village of Nach'iman in particular. His goal was

to bring peace to Eternia, presumably via its destruction.

The Faultmaster wore a domino mask and cape, and the lines of a seismograph readout were emblazoned across his chest. Though his techniques may have seemed magical, evidence strongly suggested that the Faultmaster used advanced technology to cause the earthquakes.

FEARLESS PHOTOG

Heroic Master of Cameras

Jey

Masters of the Universe

Could record and display his enemies' defeat in battle

2008 MOTU CLASSICS

Jey, a young apprentice to Gwildor, dreamed of becoming a Master of the Universe. The Science Council at Eternos selected him to present his invention, the Photog Emulator. Due to a miscalculation during his presentation, a flux overload merged him with the device. After his recovery, Jey discovered he could drain the power of his enemies and display their defeat on his chest. Renaming himself the Fearless Photog, he joined his idols, the Masters of the Universe, and put his new powers to good use in the fight against evil. During the Second Ultimate Battleground he defeated several warriors, including Clawful and Whiplash.



TRIVIA Fearless Photog was the winning entry in Mattel's Create-A-Character contest during the 1980s. The figure was supposed to have been made but was never actually released in the vintage toy line. This was remedied over twenty years later when Fearless Photog was finally released as a figure in the MOTU Classics line.

FELCA

Evil Mutants



1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES
Felca was Slush Head's fiancée and later his wife. Like her husband, Felca was a native of the Quagmi Swamp on Denebria.

Though she could be demanding, she genuinely cared for Slush Head, and the couple were very much in love.

FELCRON

Blaster



1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES
Felcron was a criminal from Gorn City. Thanks to Korac's intervention, he was arrested by Flipshot and imprisoned in the Gorn City jail.

FERROS



Evil Horde

Ray Rifle

1983 FILMATION MOTU ANIMATED SERIES
Ferros was one of three warriors sent by the Evil Horde during their initial invasion of Eternia. Alongside Rachney and Repta, Ferros overthrew the village where Teela Na lived before she became the Sorceress. With a rat-like face and dressed in the uniform of the Evil Horde, Ferros was well spoken and led the invading army.

FENTI

Mending

1984 UK WORLD MOTU ANNUALS
Fenti was a resident of the village of Klant. He worked odd jobs and had a reputation for being able to fix or mend anything.

FERL



1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES
Ferl was the daughter of Buck West-Star and helped him run their intergalactic rodeo show. When the show came to Primus, Ferl struck up a friendship with Caz.

FINIAN O'FOOLE



Magic
Ability to grant wishes

1986 UK POP COMIC MAGAZINES
Finian O'Foole was one of the Mound People who lived in Etheria's Valley of the Lost. He was an old friend of Madame Razz, though he hadn't seen her in over four hundred years.

FINN



Survival skills

1985 GOLDEN POP BOOKS
Finn was an elderly fisherman living at the shore in a house made from an overturned boat. He directed She-Ra to Summer Isle.

FISTO

Heroic Master of Hand-to-Hand Combat
The Reliable One with an Iron Fist

Malcom
Battle Fist

Heroic Warriors
Masters of the Universe
Heroic Defenders

Oversized fist
Longsword
Broadsword

Powerful right hand
Superstrength
Skilled marksmanship



1983 FILMATION MOTU ANIMATED SERIES

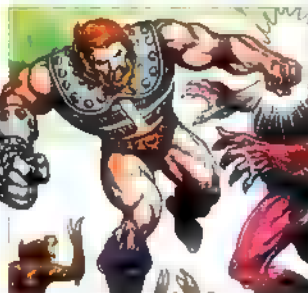
In the Filmation series, Fisto was introduced as a minion of Skeletor, allied with an oversized spider named Arakna. His base of operations was a dense forest. After his life was saved by Rayna, a local villager, Fisto joined the heroes and was pardoned by Randor. Henceforth, he was honored and humbled to be included among them. He continued to live in the forest but made trips to visit his friends at the Royal Palace. His strength,

much of which was derived from his mighty fist, was hailed as being on par with He-Man's.

1983 MOTU MINICOMICS

The minicomics portrayed Fisto as a rugged fighter who wielded a large metal fist on his right arm and rode the mechanical horse Stridor. Known as the "Master of Hand-to-Hand Combat" and depicted as a hearty sort, Fisto could be heard bellowing, "Har! Har!" ■ the conclusion of an adventure.

Fisto was once captured and forced to battle in the Circle of Doom. He defeated both Clawful and Jitsu in combat. He was exhausted by the time he faced Whiplash and nearly perished under the might of the evil reptile. He survived thanks to the intervention of He-Man and Stridor.



1983 GOLDEN MOTU BOOKS

With characteristics similar to both his Filmation and minicomic portrayals, Fisto was depicted in the Golden books with a hot temper, resulting in both positive and negative consequences. Jitsu was established as his archnemesis.

1984 UK WORLD MOTU ANNUALS

Drawing mostly from other portrayals, Fisto was characterized as an ornery, unconventional member of the Masters of the Universe. Preferring informality, he did not fit in well with his fellow Masters. He could induce tremors in the ground in addition to the more usual uses for his strength. His superhuman abilities were drawn from his metallic fist.



1984 GERMAN INTERPART-CONDOR MOTU COMICS

The German Condor comics portrayed Fisto as impetuous, typically acting before thinking. He was known as the "Reliable One" and fought alongside He-Man against numerous threats, such as the Orc Riders and, later, Hordak.

1986 UK MOTU COMIC MAGAZINES

Portrayed as an expert marksman and one of He-Man's most powerful allies, Fisto often undertook with He-Man highly dangerous missions. Their combined strength made the pair nearly unstoppable. A true hero, Fisto was prepared to sacrifice himself to protect Eternia when Hordak attacked Castle Grayskull.



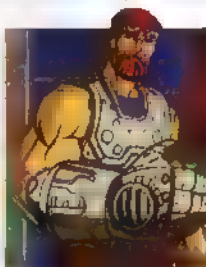
1987 GERMAN EHAPA MOTU COMICS

Known as the "Reliable One with an Iron Fist," Fisto defeated Jitsu in the Tournament of the Brave in the German Ehapa comics.

2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES

In a departure from other media, Fisto was portrayed as a short-tempered but well-meaning strongman, with a chip on his shoulder as big as his right hand! A veteran of the Great Unrest, he suffered memory loss from an injury sustained in combat and couldn't recall what kept him from rejoining his brother Man-At-Arms on the frontlines. His apparent desertion caused Duncan to hold a grudge against him for many years until battle brought them back together.

While rescuing Man-At-Arms and the other Masters, Fisto crushed the bones of his hand. His brother then replaced Fisto's fist with a larger mechanical one. From then on, Fisto fought alongside the other Masters of the Universe.



2002 MVCREATIONS MOTU COMICS

Building on his depiction in the MYP animated series, Fisto was also shown to be somewhat clumsy in the MVCreatations comics.

2008 MOTU CLASSICS

Blending earlier canons and adding new details, the Classics offered a new, fully realized backstory for Fisto. Malcom, Duncan's older brother, served



King Miro at the start of the Great Unrest until he was wounded and struck with amnesia. Thought dead, he wandered the wilderness until he came to a mining settlement in the Mystic Mountains. Many years later his brother, now the Man-At-Arms, discovered him during a Snake Men attack. Despite being ashamed of his failures, Malcom helped save the Masters from the Snake Men and shattered his hand in doing so. His brother then built a new robotic arm for him to wield as Fisto.

In the Battle for Gretori Bridge, Fisto wounded a bandit who became his archnemesis, Jitsu. Later, Fisto fought in the Second Ultimate Battleground alongside the other Masters.

2012 DC MOTU COMICS

The 2012 DC comics depicted Fisto as fiercely loyal to Randor and all he stood for. While an accomplished hand-to-hand fighter, Fisto did not go looking for trouble. He avoided conflict when possible. He fought in the Eternity War with He-Man.

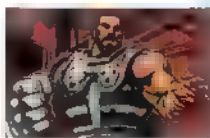


IMAGE COURTESY OF DC COMICS

FLARION



1988 BRAZILIAN EDITORA ABRIL POP COMICS

Flarion was a brave Rebel leader who spearheaded a conspiracy against the Horde. He resided in the village of Northland and was injured when Mantenna and a squad of Horde Troopers uncovered his plot. Flarion had long hair and a beard and wore a blue tunic and silver belt.

FLIPSHOT

Daring Space Ace
Prince of Tess

Flight
Agility
Enhanced breathing

Icarius
Lieutenant Flipshot
TC Icarius Kaz

Galactic Guardians
Galactic Protectors
Galactic Defenders
People of Primus
Tehrers

Bolajet bola missiles
Rocket launcher



1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES

Flipshot was a lieutenant serving in the Primus military and a prominent member of the Galactic Guardians. Alongside Captain Hydron, Flipshot was chosen by Master Sebrion to take the time vessel to the distant past and find the power of the good and the way of the magic. When He-Man assumed control of the Galactic Guardians, Flipshot served as his lieutenant.

Flipshot was very cocky, often boasting about his abilities, but

this was frequently portrayed as an act. He often panicked more than he let on. He was one of Primus's greatest heroes and one of He-Man's truest friends.

Armed with a wrist-mounted missile launcher, Flipshot later received a weapons upgrade by the Blacksmith of Crelus, who fitted him with a new and improved missile launcher.

TRIVIA Though referred to as "Flipshot" in the animated series and minicomics, Flipshot was marketed in Europe, and later as part of the MOTU Classics toy line, as "Icarius," after the character of Icarius from Greek mythology.

1984 UK WORLD MOTU ANNUALS

A daring pilot from the Priman Cloud City of Cerus, Icarius was summoned to the Galactic City to pilot the *Starship Eternia* on its historic journey back in time. In addition to his jetpack, he possessed a missile launcher, though it was his agility that served him best in battle, especially his backflip maneuver.

1984 GERMAN MOTU AUDIO PLAYS

Icarius was the flying master of battle on Primus. After intercepting a radio signal which claimed Castle Grayskull was responsible for all war in the universe, he accompanied Darius and piloted the starship through time and space. He and Darius planned to destroy Grayskull, believing it to be the source of all evil. They learned it was a ruse instigated by Brakk (Flogg) bring Skeletor into the Triax Star System. Icarius then joined forces with He-Man.

1987 GERMAN EHAPA MOTU COMICS

Icarius was a Tehrer from planet Tess. As the son of King Acarath, he would one day rule Tess from the crystal throne. In addition to his usual abilities, he could breathe at high altitudes without difficulty. Impetuous and impatient, he frequently went against orders and endangered himself or others. His headstrong nature often led to his success.



1989 HE-MAN MINICOMICS

In the minicomics, the future hero known as Lieutenant Flipshot hailed from the planet Primus. He was a daring pilot and space ace who was most often seen flying the *Starship Eternia* and the Bolajet. Flipshot, along with Hydron, were the two heroes who went back in time and into the far reaches of the galaxy to find He-Man and bring him to the future in order to save their planet.

2008 MOTU CLASSICS

The Classics canon provided a different and detailed account of Icarius's life. TC Icarius Kaz left his home on Primus's cloud city of Levitan after his eighteenth birthday to join the Galactic Protectors. An ace pilot, he earned the nickname Flipshot thanks to his skill of flipping into battle with his jetpack. Lieutenant Flipshot went with Captain Hydron on a quest to find the legendary Twins of Power. They recruited He-Man, She-Ra, and several of the Masters of the Universe to follow them back to the Tri-Solar System and fight the Space Mutants.

After He-Man and She-Ra called a temporary truce with Skeletor, Icarius piloted them aboard the Galactic Protectors' flagship, the *Starship Eternia*, into the Horde Empire so that they could defeat Horde Prime. Although He-Man returned, She-Ra went missing and Icarius accompanied He-Man on a decade-long search to find her. When He-Man's father King Randor passed away, Icarius brought He-Man back to Eternia to take his place as king.

FLOGG

TITLES

Evil Leader of the Space Mutants
Tactician of the Damned
Lord of Denebria
Lord of the Moranes

OTHER NAMES

Brakk
Flogg the Terrible

AFFILIATIONS

Evil Mutants
Space Mutants
Evil Horde

WEAPONRY

Blaster
Sidewinder
Proton whip

SPECIAL ABILITIES

Leadership
Weapons mastery
Sorcery
Shape shifting



1984 UK WORLD MOTU ANNUALS

Before Skeletor's arrival, Brakk led the Denebrian forces. He directed operations from the Gorn Crater or the camp city of Diobo in the Regula region. He launched raiding parties on the neighboring planet of Primus.

Brakk was a vain and boastful bully. His weapon of choice was a laser whip dubbed the Sidewinder.

1984 GERMAN MOTU AUDIO PLAYS

In the German audio plays, Brakk, the Tactician of the Damned, planned to seek out the mysterious planet Earth and use it as the center of his conquest of the universe. To that end, he contacted Skeletor, and the two villains tricked Darius and Icarus (Flipshot) into traveling to Eternia. There, Skeletor was beamed aboard the Starship, and Brakk welcomed him as his new leader.

1987 GERMAN EHAPA MOTU COMICS

Though largely consistent with the German audio plays, the Ehapa comics presented some additions and differences of their own. Brakk was a changeling, capable of impersonating anyone, and had magical powers which allowed him to teleport at will. Sometime after teaming up with Skeletor and waging war against Primus, He-Man traveled with Brakk into Denebria's distant past. There, the pair witnessed the destruction of what had been a beautiful world. Shaken by the events he had witnessed, Brakk rebelled against Skeletor upon his return, to prevent Primus from suffering a similar fate. Unfortunately his memory was erased and Brakk, unable to remember his experience in the past, resumed full loyalty to Skeletor.



1989 HE-MAN MINICOMICS

In the 1989 He-Man minicomics, Flogg was portrayed as arrogant and lustful after destruction—especially the destruction of the Galactic Guardians. Leading the Evil Mutants from the Gorn Desert on Denebria, he used his laser whip to harshly punish his underlings. Flogg was quickly humbled and submitted to the Lord of Destruction when Skeletor arrived. Skeletor then threatened Flogg with death should he ever challenge him.

1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES

The New Adventures of He-Man animated series offered a different characterization of Flogg. Leading the Denebrian Mutants, Flogg commanded the armada stationed at Moon Nordor from the Mutant Mothership. His ultimate goal was to conquer the peaceful planet of Primus and destroy the human race. Though his military might was far greater than that of the Primans, he was unable to get past their planetary shield. The arrival of He-Man in the



future caused Flogg to ally with Skeletor, who offered to help the Mutants destroy their new enemy.

While not as cunning as Skeletor, Flogg was an imposing military leader. He possessed a large ego that allowed Skeletor to manipulate him. Skeletor often praised and promised power to get Flogg to do his bidding, frequently promis-

ing to make him king of the Tri-Solar Galaxy.

While ruthless, Flogg showed a certain level of respect for the Mutants under his command and genuinely seemed to care for his troops, although Slush Head's stupidity often drove him to fits of rage. He had no qualms about hurting innocent people, but he was aware of the rules imposed on the Tri-Solar Galaxy by the Galactic Council and had a grudging respect for their authority.

His alliance with Skeletor was an uneasy one. He frequently second-guessed his new ally's schemes, which were far more subtle than the direct military assaults he favored. Nevertheless, Skeletor's plotting did briefly lead to a Mutant victory. Fooling the Primans with an offer of peace and a transforming army of Ana-Droids, Flogg was finally able to conquer Primus and use his army to occupy and enslave the planet. He set himself up in Master Sebrian's home during the occupation but was eventually driven from the planet by He-Man and his resistance fighters.

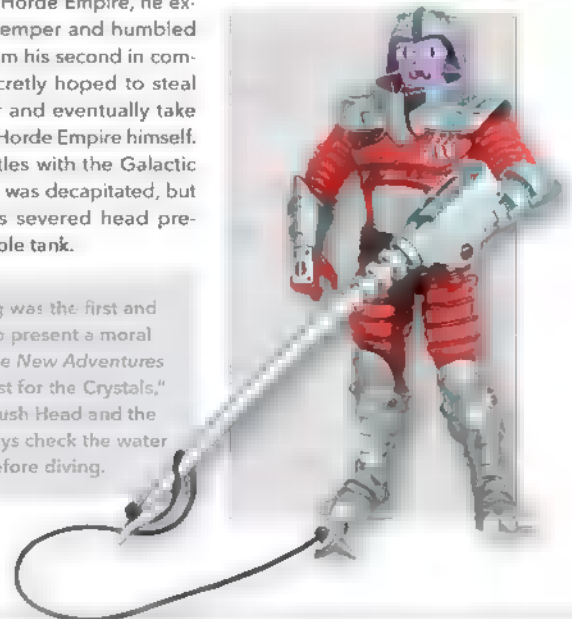
Flogg was most often seen commanding the Mutant Mothership and directing his armada in large-scale attacks, but he would personally lead his troops into battle. His weaponry was later upgraded by the Blacksmith of Crelus, who replaced his whip with an extendable grappling hook built into his armor.

At the conclusion of the war between Primus and Denebria, Flogg's forces had been defeated. He agreed to surrender and signed a treaty with Master Sebrian to ensure peace. He blamed Skeletor for his defeat and tried to kill his old ally but failed.

2008 MOTU CLASSICS

The Classics canon presented a somewhat different take on the character, making him part of the Horde. Brakk, or Flogg the Terrible as he was known in the Tri-Solar System, was the commander of the Horde Empire's Denebrian Space Mutant Goon Squad. He followed Horde orders and launched raiding parties to attack Denebria's peaceful neighboring planet Primus. When the evil Skeletor arrived in the Tri-Solar System searching for recruits to help him conquer the Horde Empire, he exploited Flogg's temper and humbled him by making him his second in command. Flogg secretly hoped to steal Skeletor's power and eventually take command of the Horde Empire himself. During their battles with the Galactic Protectors, Flogg was decapitated, but Skeletor kept his severed head preserved in a portable tank.

TRIVIA: Flogg was the first and only villain to present a moral segment. In the *New Adventures* episode "Quest for the Crystals," he warned Slush Head and the viewer to always check the water level before diving.



FLUTTERINA

THE
Beautiful "Flying" Lookout

THE NAME
Small One
Abby De'Note

THE
Great Rebellion

WEAP
Sword

THE
Flight
Transformation into
butterfly
Telepathic communication
with butterflies



1985 FILMATION POP ANIMATED SERIES

A young girl from Sand Valley, Small One was enslaved by Baron Condore. When she helped She-Ra escape from Condore, she was knocked unconscious. She-Ra took her to the Crystal Castle, where Light Hope wrapped her in a magical cocoon. She emerged transformed into the beautiful, butterfly-like Flutterina. She gained the abilities to fly and change into a tiny butterfly, which let her travel unnoticed. Flutterina became a friend and ally to the Great Rebellion. She could communicate with butterflies telepathically and called them to her aid in battles against the Horde. Flutterina was innocent and pure, and a faithful and honest member of the Great Rebellion.



2008 MOTU CLASSICS

The Classics canon provided a unique backstory for Flutterina. Abby De'Note had been a member of the Beautifly Council when the Horde invaded Etheria. The council had given her a pair of fairy wings, enabling her to fly silently through the skies. She joined the Great Rebellion performing reconnaissance and later followed them to Eternia to participate in the Second and Third Ultimate Battlegrounds. There, she met and fell in love with Clamp Champ, opting to stay on Eternia with him.

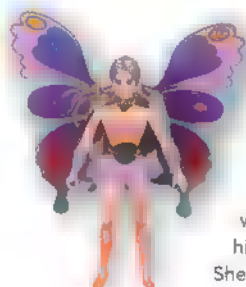
2012 DC MOTU COMICS

Flutterina appeared only briefly in the 2012 DC comics. She was impaled and killed by Despara.



1985 POP MINICOMICS

In the POP minicomics, Flutterina was primarily portrayed as a scout. She could fly at great heights and report signs of danger back to her heroic allies at the Crystal Castle.



1986 GERMAN POP AUDIO PLAYS

In the German audio plays, Flutterina resided in the Tree of Living Dimensions. She enjoyed being watched dancing in the skies like a butterfly and believed herself the most beautiful of the Princesses of Etheria, leading to some tension between her and Sweet Bee. Like all of the princesses, she was in love with Bow and was one of the few who openly flirted with him. Though often flippant, she was always ready to help She-Ra when needed.

1986 UK POP COMIC MAGAZINES

The UK comics emphasized Flutterina's vanity; she often spent a great deal of time tending to her wings and appearance in general so that others could admire her beauty. She and Perfuma frequently bickered, but when they needed to work together, the pair cooperated like the best of friends.



FOOSABELLA

FOOSABELLA



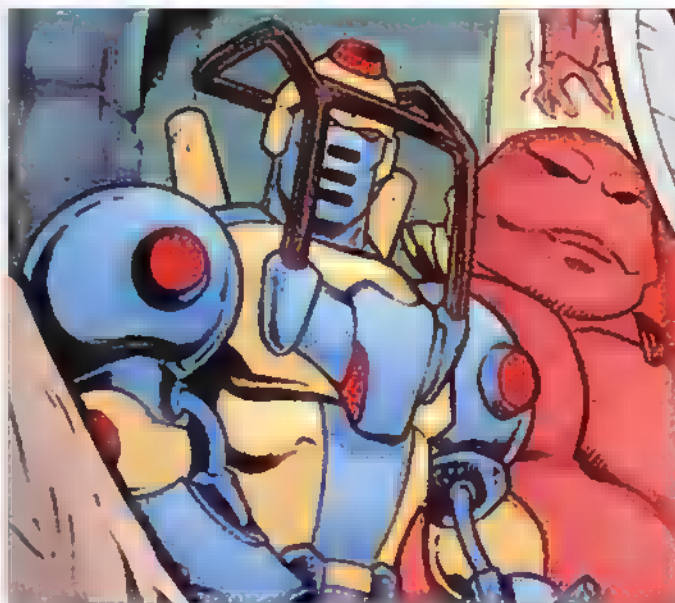
Muckess

Trollans

1985 FILMATION POP ANIMATED SERIES

Married to Blim, the High Muck Muck, Foosabella held the title of the Muckess—responsible for making the important decisions on Trolla. When serious matters needed to be dealt with, she sent her husband, who was merely a figurehead, away to play with his toy train. The bighearted Muckess was respected by her fellow Trollans.

FORK LIFT



Masters of the Universe

Forearm-mounted blade extensions

2008 MOTU CLASSICS

Fork Lift was among the new Masters of the Universe introduced by King He-Man. He wore blue and yellow cybernetic armor and had long, blade-like extensions on his arms that were used as weapons in battle. When the evil Despara arrived on Eternia with a mindless Skeletor and an army of Skelcons, Fork Lift joined the Masters and King He-Man in the defense of Castle Grayskull. Later, he fought against the Unnamed One and his army in the Third Ultimate Battleground.

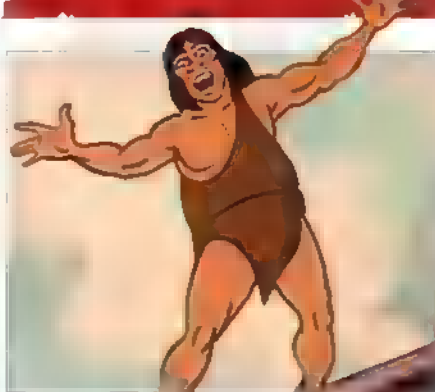
FRIT



1985 FILMATION POP ANIMATED SERIES

Frit was an elderly nomad who traveled across all Etheria with his loving mule, True Blue. He and Madame Razz had dated long before the Horde's arrival, but they separated when Razz chose to join the fight for freedom. Kind and generous, he shared stories of his adventures with the people of Etheria.

FROD



Athleticism

1985 FILMATION POP ANIMATED SERIES

Frod took part in the Rebels Run competition hosted by Castle Blackmoor. He was cavewoman-like in appearance and wore an animal hide.

FROG MAN



Space Pirates

1983 FILMATION MOTU ANIMATED SERIES

Frog Man was one of Sticky Fingers' Space Pirate crew. A short humanoid frog, he sported an eye patch and had very little to say. Apparently, he was more trusted than the others, as he was charged with leading a group of his comrades.

FROSTA

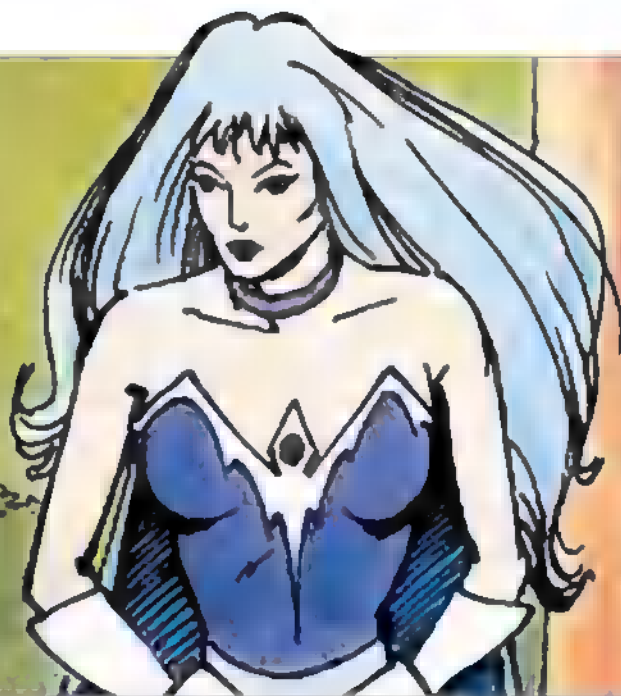
Ice Empress of Etheria
Queen of the Kingdom of the
Snows

Queen Mackenzie

Creating subzero temperatures

Great Rebellion
Princesses of Etheria

Ice wand
Ice shield
Wind Wheel



elements of her personality came to the forefront. Fawning over the most powerful man in the universe, she became jealous of any other female who conversed with him.

1985 FILMATION POP ANIMATED SERIES

Frosta ruled the Kingdom of Snows, an area of Etheria not under the Horde's control. From within her stronghold of Castle Chill, she watched over her kingdom and people. She brought about peace between her people and the Selkies after many years of distrust. She was a powerful ally and friend to She-Ra.

Frosta could create subzero temperatures within any climate, effortlessly freezing objects, projecting blasts of ice, and traversing distances by creating an ice bridge.

Although a strong-willed leader, when Frosta met He-Man, unseen



1986 UK POP COMIC MAGAZINES

Frosta ruled the Kingdom of Snows from her Ice Palace in the UK comics (as opposed to Castle Chill). Since the Horde had left her territory alone for a long time, she was initially quite uninterested when her assistance was sought, but once she realized the severity of the situation, she was quick to jump to She-Ra's aid and provide

valuable help to the Rebels.

Initially, many of her powers originated with her wand, though later she did not seem to require it.

1986 GERMAN POP AUDIO PLAYS

Diverging slightly from other canons, Frosta was the proud queen of the Ice Desert. Though she acted cold, her heart was warm, and she welcomed any visitors, including Catra, to the Ice Palace where she lived with her servants. Isolated in Etheria's north, she was eager for news from the rest of the planet, something Catra was quick to take advantage of.

Though not immune to cold, Frosta loved all forms of ice, could create frigid winds with her Wind Wheel, and could freeze her enemies.



1985 POP MINICOMICS

In the POP minicomics, Frosta was an ice empress, residing in Etheria's snowy northern region. She possessed a snow cape as well as a powerful wand, with which she could create snowfall, project icy blasts, and freeze objects or people.

Her isolation in the icy north caused Frosta to crave the company of others, a weakness that was exploited by Catra.

1985 LADYBIRD POP BOOKS

In the Ladybird books, in contrast to other canons, Frosta traveled throughout Etheria on a silver sleigh drawn by four white horses. Her scepter could unleash a stream of ice crystals.



1985 UK WORLD POP ANNUALS

In the World annuals, Frosta spent the long, harsh winters in the Kingdom of Snows with only the Snow Hawk and the Arctic Fox for company.

2008 MOTU CLASSICS

The Classics canon gave Frosta the true name of Queen Mackenzie and stated that the Kingdom of Snows was high in Etheria's Northern Mountains. In addition to powers introduced in earlier canons, she could set freezing rain upon her enemies. Her magic earned her the reputation as Etheria's Ice Empress, but she was sweet and kind, always loyal to her allies and friends.

After the Great Rebellion defeated the Horde, Frosta was among those Rebels who journeyed to Eternia to fight in the Second Ultimate Battleground.



GALEN

GALEN

FOR THE VILLAINOUS CRIMINAL GALLEN
NYCROFT, SEE MODULOK

1983 FILMATION MOTU ANIMATED SERIES

Galen was the elderly leader of a village near the Royal Palace where the Gryphon's Jewel of Protection was housed. When the village was attacked by the Gryphon, he did not flee, choosing instead to ensure his people's safety.



GAME MASTER

1983 FILMATION MOTU ANIMATED SERIES

The Game Master traveled throughout the universe, capturing the best warriors he could find. He forced them to join his ever-growing army. Confident, he maintained control through fear, as none dared to speak out or rebel against him. He relied on tricks and gadgets to beat his foes in battle. But when confronted with hand-to-hand combat, he would command his warriors to fight for him.



GAMRAK



Ogres

Brute strength

1983 FILMATION MOTU ANIMATED SERIES

Gamrak was the Chieftain of the Ogres of the Mystic Mountains. He was an unpleasant creature but did not shy away from the outside world. Short tempered, he demanded respect from others.

GANOS

Spear



1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES

Ganos was an insect-like warrior. He battled Dreadator in a Denebrian gladiatorial arena.

GARDA

1983 FILMATION MOTU ANIMATED SERIES

The young son of Agar, the master farmer, Garda had aspirations of becoming a member of the Royal Guard. He showed enough bravery to convince Teela he would succeed in achieving his dream.



GARN



Mace

Superhuman strength
Skilled gladiator

1983 MOTU MINICOMICS

Garn was a powerful male slave who fought in Lodar's gladiatorial arena in the city of Targa. When He-Man defeated him, the hero gave Garn his freedom instead of killing him. A very large man, Garn sported a Mohawk and tribal war paint on his face.



1983 FILMATION MOTU ANIMATED SERIES

The strongest warrior in the kingdom of Targa, Garn battled in the arena with the hope of winning his freedom. After dethroning Queen Balina, he accepted the kingship of Targa. His strength rivaled He-Man's own.

GARV



1985 FILMATION POP ANIMATED SERIES

Garv was the innkeeper of the Laughing Swan Inn at the village of Thaymore. He was a large gentleman and enjoyed serving his customers.

GARTH

Insect People

Flight (after transformation)



1983 FILMATION MOTU ANIMATED SERIES

Garth was an insect-like creature who aided He-Man in the latter's quest to find out why Eternia's oxygen supply was depleting. During a battle with Skeletor, Garth sacrificed himself to save He-Man's life, jumping into the Sea of Eternity. Instead of killing him, the Sea of Eternity transformed him into a humanoid warrior with large, butterfly-like wings. Garth theorized that this would be the form his species would evolve into in the centuries to come.



GATEKEEPER

Omnipotence
Teleportation



1983 FILMATION
MOTU ANIMATED SERIES
Omnipresent, scatter-brained, and bearded, the Gatekeeper was a spirit who could travel between dimensions. He could take others with him and eventually transport anyone anywhere they wanted to go. He possessed a

wry sense of humor and claimed that he could see all things and know all things. Similar to other magicians who appeared in the cartoon, his magic casting was lyrical in nature.

TRIVIA: Aside from his hair color, the Gatekeeper's design was identical to that of the wizard Zagraz.

GAYDA



Harpies

Club

Flight

1985 FILMATION POP ANIMATED SERIES
Gayda was one of Hunga's most loyal Harpies at Talon Mountain.

GELDOR

Geldor III

Axe

Command over a wizard and an army of Gnolls



1983 MOTU MINICOMICS

The warrior known as Geldor was deeply obsessed with obtaining the Secret Liquid of Life, a substance which could reveal the secrets of eternal life and make the person who consumed it more powerful than He-Man himself. Geldor was ruthless in his methods and stopped at nothing to attain this goal. The warrior's infamy clearly preceded him, as the wise Torgul initially refused to divulge the location of the liquid until Geldor threatened to harm Torgul's daughter, Maran.

Geldor nearly succeeded in his quest to obtain the Secret Liquid of Life but was thwarted by He-Man, who shattered the glass containing the mystical liquid. An enormous tree sprouted from the spot where the glass shattered, and Geldor was seemingly devoured by the carnivorous tree, never to be seen again.

Geldor had a powerful wizard, an army of Gnolls, a giant centipede, and other monsters at his command.

2008 MOTU CLASSICS

In the Classics story line, Geldor was the ruler of Foodar in the Dark Hemisphere of Eternia when the loss of his wife in a dragon attack led to his obsession with gaining eternal life. While he attacked surrounding kingdoms to achieve his goal, he kidnapped Torgul, the Grand Vizier of Vaderia, in order to obtain from him the mythical Secret Liquid of Life. Geldor's actions drove the heroic Prince Dakon of Vaderia to seek out He-Man and the Masters of the Universe, and together they attacked Geldor's fortress on Ogre Mountain. In the chaos of battle, some of the Liquid of Life dribbled on the ground and produced a rapidly growing Tree of Life that engulfed Geldor. The evil barbarian later returned after absorbing magic from the tree, making him more powerful than ever. Despite his new powers, his quest for immortality continued.



GENERAL NIFEL

Evil Mutants
Gleanons

Blaster



1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES
General Nifel was the leader of the Gleanons on Necron. He was determined to destroy the Mytes and their leader, President Pell, with whom the Gleanons shared the planet. Nifel entered into an agreement with the Mutants and their representative, Crita, to supply the Mutants with the Transium Ore that powered their spaceships. Nifel was initially impressed with Crita's skills. He allowed her to transform the Gleanons' primarily naval force into a ground army. General Nifel presented Crita with a new outfit and promised to make her queen of the Gleanons if she succeeded in defeating President Pell.

GENERAL NIQUOR



GENERAL NIQUOR

People of Equinos

1990 NEW ADVENTURES OF HE-MAN
ANIMATED SERIES

General Niquor was the leader of the Equinos and a friend of Sagitar. Although Niquor commanded a powerful army, he and his people preferred peace.

GENERAL SUNDER



Evil Horde
Great Rebellion

SPECIAL ABILITIES

Hand-to-hand combat
Knowledge of Horde technology
Leadership

1985 FILMATION POP ANIMATED SERIES

General Sunder was a loyal Horde soldier before challenging Hordak's treatment of the Etherian citizenry. He was a towering and powerful man who decided to follow his heart. He renounced his rank and defected to the Great Rebellion. Later, he married Mally, and the couple had a child, Telzy. General Sunder retired from combat and lived a simple life as a farmer. However, he never shied away from protecting his family, and on a later occasion reluctantly resumed his warrior role when his family fell victim to the Horde.

GENERAL TATARAN

AFFILIATIONS

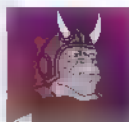
Goblins

WEAPONRY

Sword

SPECIAL ABILITIES

Military strategy and leadership



1983 FILMATION MOTU ANIMATED SERIES

General Tataran led a vast goblin army. He commanded his army's respect due to being an accomplished tactician on the battlefield. General Tataran could command a full-scale attack with ease. He was greatly respected by Skeletor, as they both possessed cold-hearted personalities, and he was considerably more intelligent than Skeletor's regular minions. Tataran himself, being a goblin, possessed no physical heart at all, and this trait was successfully employed by Skeletor to fool He-Man into thinking he had unwittingly killed an innocent man, who was in fact Tataran in a magical disguise.

TRIVIA: General Tataran was named after the Filmation storyboard artist Tom Tataranowicz.

GENIE



SPECIAL ABILITIES

Magic

1985 UK WORLD POP ANNUALS

Trapped inside a golden lamp that was part of Skarlo's Chest of Treasures, Genie was released by Hordak. He was reluctantly required to fulfill the Horde leader's three wishes. Clad in turban and pink silk pantaloons, Genie was commanded to travel into the future and report back to Hordak about the Great Rebellion's next moves.

GENIE BROTHERS

SPECIAL ABILITIES

Superstrength
Great magic powers



1986 UK MOTU
COMIC MAGAZINES

The Genie Brothers were the inhabitants of two magic lamps given to Orko by his friend Auburnia, a sorceress from the world of Amazonia. The genie from the first lamp was evil and willingly allied with Skeletor, causing mass destruction across Eternia. Fortunately, his brother from the second lamp was far more noble minded and accepted He-Man as his master, sorting out his wayward brother and putting right the damage before the two returned to their lamps.

GEPPLE



AFFILIATIONS

People of Primus

SPECIAL ABILITIES

Vast scientific knowledge

1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES

Gepple was the most level headed of the four great Scientists of Primus. Like his colleagues, he had an enlarged ego and was constantly bickering with the others over who would receive the credit for their inventions.

The voice of reason within the group, Gepple frequently tried to infuse rationality into discussions. When agitated, he became highly excitable and when faced with the Mutants, almost hysterical. It was some time before he could even bring himself to say the word "Mutant" without screaming. His initial hysteria and fear of Skeletor and the Mutants diminished a little over time, as he was selected for more missions by the Galactic Guardians for his scientific knowledge. Despite his high-strung personality, he had a good heart and was usually more thoughtful and compassionate than his fellows.

Gepple was the inventor of "Gepple's Goo"—initially created to stop the Mutants from using the tubes to Onnor but later adapted to many other uses, such as fixing holes in the shields. The goo frequently came in handy when the Primans were fighting the Mutants, and Gepple often tried to advertise his creation and extol its virtues.

Gepple had an enormous head of hair, and much of his equipment and clothing were designed to accommodate it.

GIANT GUARD

Giants

Mace

1984 GERMAN MOTU AUDIO PLAYS

The Giant Guard was the first to encounter the Masters of the Universe when they arrived in Eternia's distant past. An imposing titan with huge muscles, he swore vengeance on He-Man when the hero cut his belt and caused the Giant Guard to struggle with keeping his pants on.

GIANT PRIEST

Giants

Leather whip

1984 GERMAN MOTU AUDIO PLAYS

The Giant Priest served as leader of the giants in Eternia's distant past. When the Masters of the Universe arrived, he revealed the history of his race and that they had created Skeletor. A formidable warrior, he wielded a leather whip. The Giant Priest challenged He-Man to a battle to determine the heroes' fate. After losing the battle, he stood by his word and told the Masters what to do to return to their own time.

GLADIATOR



King Grayskull's Masters of the Universe

Mace
Blaster

2008 MOTU CLASSICS

Gladiator served King Grayskull's Masters of the Universe in Preternia. He met a disguised, time-traveling He-Man and fought alongside him with others in the First Ultimate Battleground.

GLAN



Volturians

Skilled pilot

1986 BRAZILIAN EDITORA ADRIL MOTU COMICS

Glan was the heroic Volturian robot pilot who accompanied Princess Kirma on a dangerous mission to blow up an enormous asteroid with a thermal bomb. While both Glan and Princess Kirma were robots from the planet Voltur, Glan's facial features were slightly less human in appearance than those of his Volturian counterpart. Also, in contrast to the chrome-colored Kirma, Glan was golden in color. Glan was a very brave robot and loyal to his princess.

GLEEDIL



Staff

1983 FILMATION MOTU ANIMATED SERIES

Courageous, strong willed, and bird-like, Gleedil cared a great deal about her planet of Trannis, and she passionately opposed the villain Plundor and his suppressive rule. Gleedil aided He-Man when he was found wandering her world, stricken with magic-induced amnesia. Though she had no powers of her own, she was always accompanied by her giant Tiger-Wolf.

GLEEP

People of Primus

Various built-in defenses

1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES

Gleep was a small robot who served as an assistant to Master Sebrian and the other scientists. He had a sardonic sense of humor and often complained that the menial tasks assigned to him were not suited to his abilities. He was particularly intolerant of the scientists and their constant squabbling.

Gleep befriended He-Man after his arrival in the future and would sometimes accompany him on missions, making use of his technical abilities. He had a variety of inbuilt defenses he could employ if he ran into trouble. Though Gleep did not experience emotions in the same way as humans, he had keen insight into human behavior and was incredibly observant. He idolized Kog, the Mytes' super robot.



GLIMMER

TITLES

The Guide Who Lights the Way
Princess of Bright Moon
Princess of Light

OTHER NAMES

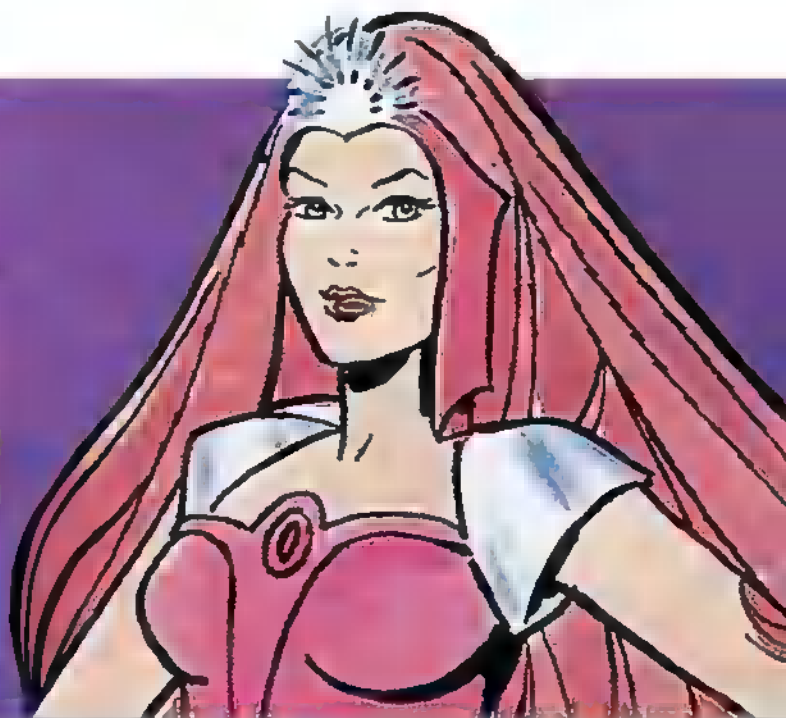
Princess Glimmer

Great Rebellion
Royal Family of Bright Moon
Princesses of Etheria

Staff of Light
Light Scepter

POWERS

Generating and manipulating light
Hard light blasts
Invisibility
Levitation
Teleportation



1985 FILMATION POP ANIMATED SERIES

Daughter of Queen Angella and King Micah of Bright Moon, Glimmer spent her formative years without her parents. She lost her father to the Horde and her mother to Hunga the Harpy. Maturing quickly as the Horde conquered Etheria, the teenage Glimmer became the leader of the growing Great Rebellion.

When Adora took charge of the Rebels, Glimmer's teenage characteristics came to the fore. She was occasionally boastful and even attempted, unsuccessfully, to build her own Rebel army when she became frustrated with Adora. Despite these flaws, Glimmer was typically depicted as the second in command and would bravely lead the Rebels in Adora's absence.

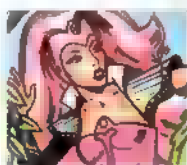
Glimmer's powers were incredibly strong and primarily light based. She could teleport, levitate, and make herself and others invisible. She was powerful enough to even turn night into day for brief periods.

As a military strategist to some degree, she planned many missions during her time as Rebel leader.

Though she once had feelings for Bow, Glimmer did not hide her strong attraction to Prince Adam.

1985 POP MINICOMICS

Upbeat and loyal, Glimmer was depicted in the minicomics as a sporting sort who sometimes enjoyed horse racing after a picnic. With her Staff of Light, she guided her close friend Adora and their comrades through the dark forests of Etheria.



Queen Angella. That same day, Angella sent her daughter into the safety of the Whispering Woods.

1985 GOLDEN POP BOOKS

Drawing heavily from earlier portrayals, the POP Golden books further established that Glimmer could travel over long distances on a beam of light.

1986 UK POP COMIC MAGAZINES

Unlike the Filmation animated series, in the UK comics Glimmer's powers were channeled through her Staff of Light, which she received on her sixteenth birthday from her mother,



Despite having little faith in her own abilities, Glimmer joined the Rebels. The Rebel leader, Bow, encouraged her to believe in herself. She helped the Rebellion save the kingdom of Bright Moon from the Evil Horde. With the mission accomplished, Glimmer accepted the role of leader of the Great Rebellion alongside Bow.

1986 GERMAN POP AUDIO PLAYS

In this canon, Glimmer, the Princess of Light, lived in the ever-shining Facet of Light, a palace south of the Crystal Castle. Sharing this home with her mother, Angella, Glimmer possessed the desire to move out and build her own palace. She used her powers of illumination to push back the dark clouds sent by the Volcano Magus.

Disliking darkness, she avoided crossing the river into the dark lands surrounding the volcano. In addition to her scepter, Glimmer's tiara could produce light and help guide the way.

Like all the other Etherian princesses in this canon, Glimmer loved Bow and wanted to be his girlfriend.

2008 MOTU CLASSICS

The Classics incorporated and built upon elements of earlier canons while establishing that Glimmer of the House of Bright Moon was one of the princesses deposed after the Horde invasion of Etheria. A cousin of Rebel spy Double Mischief, Glimmer was one of the leaders of the Great Rebellion. She was brash and reckless but ever cheerful. Her optimistic nature proved infectious and she was well liked among the Rebels.

After the Horde's departure from Etheria, Glimmer journeyed to Eternia through the Laser Gate with She-Ra and the other Rebels. She opposed the Horde alongside the Renegade Masters of the Universe in the Second Ultimate Battleground. Once they had freed Eternia, Glimmer returned to Etheria and took her rightful place as ruler of Bright Moon by her mother's side.



GLOSTOFOS

Magic ring

Sorcery

1984 GERMAN MOTU AUDIO PLAYS

Glostofos was a mage from a distant planet and the original master of Modulok. The mage once struck a bargain with Hordak and gave him a magical ring with which to summon and control Modulok. What Glostofos received in exchange was unknown.

GOAT MAN

Klacky

War hammer

AFFILIATIONS

Evil Warriors
Beast Men

SPECIAL

Horns used as ramming weapons



1983 GOLDEN MOTU BOOKS

Goat Man was a male humanoid warrior with a red, devilish-looking goat head, complete with two horns. He appeared to have been one of Skeletor's Evil Warriors in his one Golden books appearance. During the story, Beast Man displayed a leadership role over Goat Man. Besides his menacing appearance, Goat Man did not exhibit any special powers aside from his savage personality. Goat Man did not speak, so it is unknown whether he could communicate in Eternia's basic language.

2008 MOTU CLASSICS

In the Classics canon, Goat Man was once Klacky of the G'hoat Men who dwelled in Eternia's Northern

Mountains. His people bore the misfortune of being the only humanoid intelligent race susceptible to the hypnotic, mind-controlling powers of the Beast Men from the Vine Jungle. The evil Beast Man Raquill Rqazz himself took Klacky as his slave and denied his name, calling him simply "Goat Man." Beast Man then forced him to fight in the Second Ultimate Battleground. The Andreenid king Buzz-Off fought Goat Man and left him in ruin on the steps of the Central Tower, but Goat Man endured his pain and climbed inside the tower. He fell through a time portal leading into the future reign of King He-Man, but little changed for Klacky, as an aging Beast Man found him and again forced him into his service.



TRIVIA:

- ✦ Beast Man appeared to fight alongside the Masters of the Universe in the Second Ultimate Battleground, but for Buzz-Off to have fought Goat Man, their allegiance most likely changed during the battle after the defeat of Hordak and the Snake Men.
- ✦ Although his figure came with the Emerald Staff of Avion, no connection was made between him and the staff in his bio.

GODDESS

Trainer of He-Man

Sharella

Spear

AFFILIATION

Masters of the Universe

Sorcery



1982 DC MOTU COMICS

The Goddess was a human woman adorned in snake armor similar to that worn by the green-skinned Sorceress who had appeared in the earlier Masters of the Universe minicomics. Charged with watching over both Eternia and the twin halves of the Power Sword, the Goddess dwelled within the Cavern of Power. She appeared to Prince Adam shortly after his transformation into He-Man and advised him on his latest task. The Goddess's powers were immense, and she was able to effortlessly duel with Skeletor, only falling

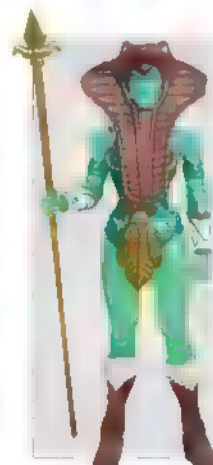
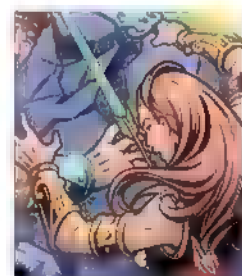
to his physical might. It was the Goddess who gave Prince Adam the abilities of He-Man during his battle with a demon. From that moment on, He-Man served the Goddess loyally. The Goddess was also aided by her falcon, Zoar.

2008 MOTU CLASSICS

In Classics, the Goddess assumed the appearance and characteristics of the green-skinned Sorceress from the 1982 minicomics. Once named Sharella, she was a warrior woman and ally of He-Ro and King Grayskull. When the Snake Man archer Quick Flick struck her with one of his venomous arrows, the Eternian nature god Moss Man gave her a transfusion. The transfusion gave her body and skin a luminous green color and granted her profound magical powers.

Sharella became the Goddess, one of King Grayskull's Masters of the Universe, and fought in the First Ultimate Battleground. After the deaths of He-Ro and King Grayskull, the Goddess became an apprentice of the sorceress Veena. The Goddess served as the spirit guide to the line of heroic guardians chosen to protect the Sword of He. She chose the warriors, testing their character and skills. Many of the warriors took the name "He-Man" in honor of the sword they protected, a name that led to many legends about Eternia's protector.

The Goddess was mysteriously absent after Prince Adam became He-Man, though she returned to help Queen Teela and other magic users try to counteract the Unnamed One's casting of the Spell of Separation. She later took part in the Third Ultimate Battleground.



TRIVIA: Among the protectors of the Sword of He chosen by the Goddess were Vikor, Wun-Dar, and Oo-Larr.

2012 DC MOTU COMICS

The 2012 DC comics incarnation of the Goddess was very different from earlier versions. The mother Goddess was the source and heart of all creation. She was the fire from which the universe was born, and the last spark

GODDESS



IMAGE COURTESY OF DC COMICS

of creation now raged in the Forge of Grayskull. It was this spark that He-Man fought to protect. But it was questioned if any one man could claim the Goddess's light as his own. The Goddess was depicted as a three-headed deity and seen in the image of those who worshiped her: as Serpos among the Snake Men, as Horokoth among the Horde, and as Zoar among the Eternian populace.

SEE ALSO SORCERESS



GOFO



1988 BRAZILIAN EDITORA ABRIL POP COMICS

Gofo, the leader of the Lava-Men, resided in a burning desert in another dimension. Gofo was grotesque in appearance, with a gray, rock-like body and spikes down his back. He was much larger than the other Lava-Men and, unlike them, possessed a large tail. While Gofo appeared intimidating, he actually cared very deeply for his people and was grateful to She-Ra for her help in rescuing them. In return, he was instrumental in helping She-Ra defeat the Thermal Monster.

GOMMOROTH

SPECIAL ABILITIES
Athleticism

1985 FILMATION POP ANIMATED SERIES

Gommoroth took part in the Rebels' Run competition from Castle Blackmoor. A giant of a man, he towered over the other competitors.



GORAS

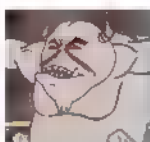
SPECIAL ABILITIES
Sorcery

1984 GERMAN MOTU AUDIO PLAYS

Goras was He-Man's dark-haired cousin. He lived in southern Eternia and referred to himself as the strongest man in his country, even more powerful than He-Man. He claimed to be undefeated in combat, due to his strength and extraordinary cleverness. Goras even boasted that Skeletor would no longer be a problem if he took care of the matter. Though he convinced Orko to be a great hero, Goras was, in truth, a braggart and a coward in the face of danger.

GORGON

Scepter



1983 FILMATION MOTU ANIMATED SERIES

Gorgon was a short, round, hot-tempered creature who, with the assistance of the sorceress Sibylline, overthrew King Danton of the Isle of Tears. He was quick to imprison his own allies for disobedience, or to make his escape and leave others to fight his battles for him. Though Gorgon appeared to possess no powers, he could project blasts of energy from his scepter.

GÓRGONE

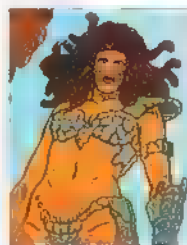
Solar Amplifier

SPECIAL ABILITIES
Immense strength and size
Creating slaves with the Solar Amplifier

1986 BRAZILIAN EDITORA ABRIL MOTU COMICS

Górgone was an evil orange-skinned giantess who plotted to overthrow Eternia. She was from a destroyed planet called Petrus. Gargantuan and possessing immense strength, Górgone lived in an enormous cave located in another dimension. She came to Eternia's dimension via magical tapestries kept by her servant, Xan.

Górgone had many servants throughout Eternia, particularly in the city of Xarkoran. Chief



among these were the living stone gargoyles and the mysterious woman Xan. They were controlled by Górgone's Solar Amplifier. When He-Man destroyed the machine, the gargoyles set themselves upon her.

GORTO



IMAGE COURTESY OF DC COMICS

WEAPONRY
Sword

2012 DC MOTU COMICS

A Gar soldier who served King Grayskull, Gorto was part of a coup that betrayed and assassinated King Grayskull under the commands of Adi (Hssss in disguise).

GRANDMA BELLA



1986 UK POP COMIC MAGAZINES

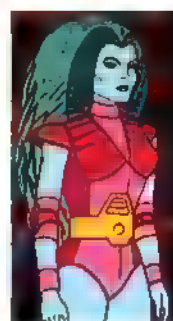
Grandma Bella was a resident of the Etherian village of Fellwick. She presented a recipe to Madame Razz.

GRANITA

Rock People
Rock Warriors
Heroic WarriorsSPECIAL ABILITIES
Transformation into a comet
Space travel
Superhuman strength

1985 FILMATION POP ANIMATED SERIES

Granita, alongside Rokkon and Stonedar, traveled to Etheria, where she found herself caught in the war between the Horde and the Great Rebellion. As a Rock Person, she could transform into a comet and travel throughout the universe. Though she possessed



superhuman strength, she chose not to engage in violence.



1986 MOTU NEWSPAPER STRIPS

The newspaper strips established a familial tie between the Rock Warriors; Granita was Rokkon's sister and Stonedar's daughter.

2008 MOTU CLASSICS

Granita and her brother Rokkon were raised by their mentor Stonedar on the planet Geolon, until it was destroyed by Horde Prime. Granita followed Stonedar to Eternia, but, upon landing, she learned the Horde was invading. She believed higher powers intended them to help prevent Eternia from suffering the same fate as Geolon. Granita's faith persuaded Stonedar to fight alongside the Eternians. After the Second Ultimate Battleground, Glimmer invited Granita and many young Comet Warriors to Etheria where they could access Crystal World. Later, Stonedar named Granita as his successor.

GRAZNOR

Vast scientific knowledge

1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES

Graznor was a Filibrian inventor who visited Primus for the first intergalactic science conference. He spoke in an alien language and had to wear the Translateacon to be understood by the people of Primus. Graznor invented the Geneticator, which was stolen by Skeletor to create an evil clone of He-Man.



GREAT GURU

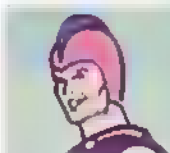


1987 ITALIAN MAGIC BOY MAGAZINES

The Great Guru was a red-robed old man with a long white beard who lived on Primus's Edentide Island. He was the leader of a deeply spiritual group of followers, stating that he and his disciples on Edentide were in harmony with nature and abhorred all violence. Upon being warned by He-Man of the dangers posed to Primus by Mutant infiltrators in his group, the Great Guru stated that he welcomed with open arms "the brothers that came from Denebria without any racial discrimination." While his intentions were noble, the Great Guru ignored the dangers in his midst, including those posed by the deceitful Mutant Karatti. The Great Guru possessed telekinetic powers which he acquired through transcendental meditation.

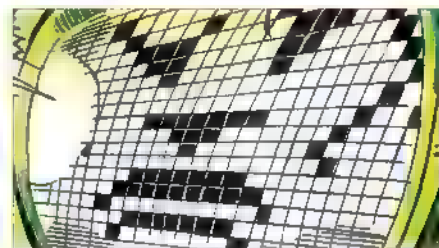
GREAT ORLANDO

Agility



**1983 FILMATION
MOTU ANIMATED SERIES**
Colette's partner, the Great Orlando, was a skilled trapeze artist in Crackers's circus.

GREAT-PUTOR



ABILITIES

Control of robots and star shuttles
Transformation into giant robot
Flight
Strength

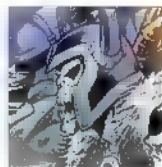
1986 UK MOTU COMIC MAGAZINES

The Great-Putor was a mad computer aboard a spaceship orbiting an alien planet. The only intelligent survivor of a great war, the Great-Putor had only one mission—the destruction of all organic life throughout the universe. Viewing itself as a savior of the universe, it possessed a total hatred for humans, whom it blamed for war. The Great-Putor believed that the obliteration of life would bring about universal peace. The Great-Putor commanded an army of robots who wreaked havoc on an alien world, transporting all the planet's technological resources to its hollowed-out moon, in which the Great-Putor had its base. The Great-Putor intended to use this machinery in its own conquest. The residents of the target planet, reduced to living a primitive lifestyle with the loss of their technological resources, sought the help of He-Man and Roboto. The Great-Putor transformed itself into a gigantic robot in an attempt to obliterate He-Man and Roboto, but Roboto eventually managed to imprison it in a thick barrier cloud, freezing it solid and rendering it helpless.

GREAT BLACK WIZARD

Snake Men
Evil Horde
Skeleteen's Evil Warriors

Sorcery



2008 MOTU CLASSICS

The Great Black Wizard was a skull-faced sorcerer and evil warlord from Eternia's distant past. His magic gave Snake Face the power to turn victims into stone. He also created the dragon-human hybrid Draego-Man and took part in the Second and Third Ultimate Battlegrounds, fighting alongside the Horde, the Snake Men, Skeleteen, and the Unnamed One.

GRITSTONE



AFFILIATION

Evil Horde
Sand Devils

AT ADULT

Forming from sand
Transforming into whirlwind

1986 UK POP COMIC MAGAZINES

Gritstone was a Sand Devil from Etheria's Crimson Wastes who served the Horde and Count Sneer. He could form out of sand, rise from the dunes, and take his enemies by surprise. He could

also spin at incredible speeds, becoming a devastating whirlwind.

Made of sand, Gritstone was a dangerous enemy who was invulnerable to most kinds of attack. He was, however, susceptible to high-pitched sounds, which would shatter his physical form. He could rapidly re-form again at such times.

Gritstone hated the Crimson Fury, who had thwarted him more often than any other human. The shrieks of the Crimson Fury's great bird, Talon, often shattered his body.

GRIZZLOR

Hairy Henchman of the Evil Horde
The Ferocious Figure with Fur

Gur'rull Gu'rroowarrkk
Lord Grizzlor

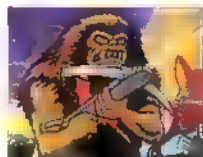
Evil Horde

Stun rifle
Crossbow
Sword
Machete
Battle axe

Great strength



Grizzlor inhabited a cave littered with human bones. His one weakness appeared to be his own reflection, which he was afraid of.

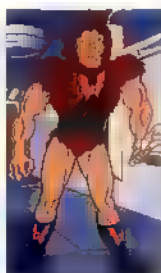
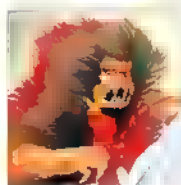


1983 LADYBIRD MOTU BOOKS

The Ladybird books, in contrast to other canons, depicted Grizzlor as a beastly creature who had been tamed by Hordak and trained to pilot Horde Fliers. Similar to Beast Man, Grizzlor had extensive knowledge of the fauna of Eternia.

1984 GERMAN MOTU AUDIO PLAYS

Grizzlor was one of Hordak's most trusted warriors in the German audio plays, acting as the Horde's second in command. He led the other Hordesmen and troopers whenever Hordak himself was absent. Grizzlor's strength was outmatched only by that of Modulok. He felt no fear, even when confronted by He-Man.



1985 FILMATION POP ANIMATED SERIES

Grizzlor was initially portrayed as a competent and threatening member of the Horde, overseeing Beast Island. Like many of Hordak's other warriors, he was said to be a product of Horde science, implying he had once been a normal creature or possibly human. He was depicted as rather muscular, with hair coverings similar to his action figure.

Over time, the Filmation animated series increasingly depicted Grizzlor as a bumbling henchman, often

bearing the brunt of Hordak's wrath. Occasionally, he worked as part of Catra's Force Squad, though he did not like taking orders from her. He displayed a strong dislike of Mantenna, and the pair would often bicker.

Though showing some leadership skills, ferocity and strength were Grizzlor's primary attributes.



1986 UK MOTU COMIC MAGAZINES

The UK comics provided a different portrayal of Grizzlor, with an original backstory. Born on the planet Jungulia, Grizzlor developed a savage anger by age 428, still a child in Jungulian years. A slow learner, he was mocked by others of his age. Finding powerful weapons in a cave which he mistook for toys, he frightened others of his race and innocently boasted that he was the most powerful warrior on the planet. Hearing this, Horde Prime mistook him for a genuinely evil warrior and ordered Hordak to recruit Grizzlor into the Horde.

Although loyal to Hordak, Grizzlor was a complete buffoon with a severe lack of intelligence, forcing Hordak to reiterate even the simplest of plans. Lacking subtlety, Grizzlor would often cheerlead Hordak in confrontations. He had a childlike excitability and was always eager to participate in Hordak's schemes.

Although Hordak was frequently angered by Grizzlor's low intellect and considered him to be useless as a warrior, he trusted Grizzlor enough to let him oversee the prison, feed the dragon, and look after the Fright Zone in his absence. Grizzlor grew bored with these menial chores, preferring to participate in combat.

2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES

Grizzlor participated in Hordak's attack on Castle Grayskull. After charging King Grayskull, Grizzlor was sent to Despondos alongside the rest of the Horde.

2008 MOTU CLASSICS

Combining the Filmation, minicomic, and UK comics canons, the Classics mythos established that Grizzlor lived peacefully in Gur'rull Gu'rroowarrkk on planet Jungulia until the Horde Empire abducted and brainwashed him into becoming a ferocious warrior. Renamed





Grizzlor, he loyally followed Hordak to Preternia to find and kill He-Ro. His ferocity so terrified the ancient Eternians that they spoke of him in myths and legends long after he and the rest of the Horde were banished to Despondos. He served Hordak as his prison guard on Etheria and later returned with him to Eternia and participated in the Second Ultimate Battleground.

2012 DC MOTU COMICS

In a significant departure from earlier depictions, the 2012 DC comics portrayed Lord Grizzlor as a brilliant tactician and general in Hordak's forces. He preferred to best his opponents using skilled warfare. He wore the head and skin of the Fright Zone serpent as a cloak. Grizzlor was last seen being struck down by Beast Man.



IMAGE COURTESY OF DC COMICS

GROTOG

Devising puzzles and games



1986 UK MOTU COMIC MAGAZINES

Grotog was a friendly demon who loved to play and devise puzzles and games. He agreed to help He-Man after the hero solved a puzzle.

GROX

Trolls



1985 FILMATION POP ANIMATED SERIES

Grox was one of the only trolls in modern times to have communicated with humans. He sought out the Great Rebellion.

GROT



People of Primus

Enhanced strength

1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES

Grot was an alien who took care of the gardens on Primus, where all of the planet's food was produced. Despite his fearsome appearance and size, Grot was a gentle creature who cared deeply for his orchards. He was a good friend to Caz and Drissi. He was very protective of them and defended them against dangers.

Grot possessed considerable strength. A pacifist at heart, he had no qualms about defending his gardens and friends. He was more than capable of holding his own against the Mutants.

TRIVIA: The series bible provided an expanded backstory for Grot which was never referred to in the series. It stated that his parents had been killed by evil aliens. He had been enslaved and later rescued by the Primans.

GUARDIAN OF TIME



Sorcery

1984 GERMAN INTERPART-CONDOR MOTU COMICS

The Guardian of Time resided in a shrine at the beginning of all things, where he observed the flow of time itself. When Evil-Lyn caused He-Man to be sucked into the time stream, the Guardian of Time brought him into his own realm. The Guardian told He-Man how he could return to Castle Grayskull.



GURGLE

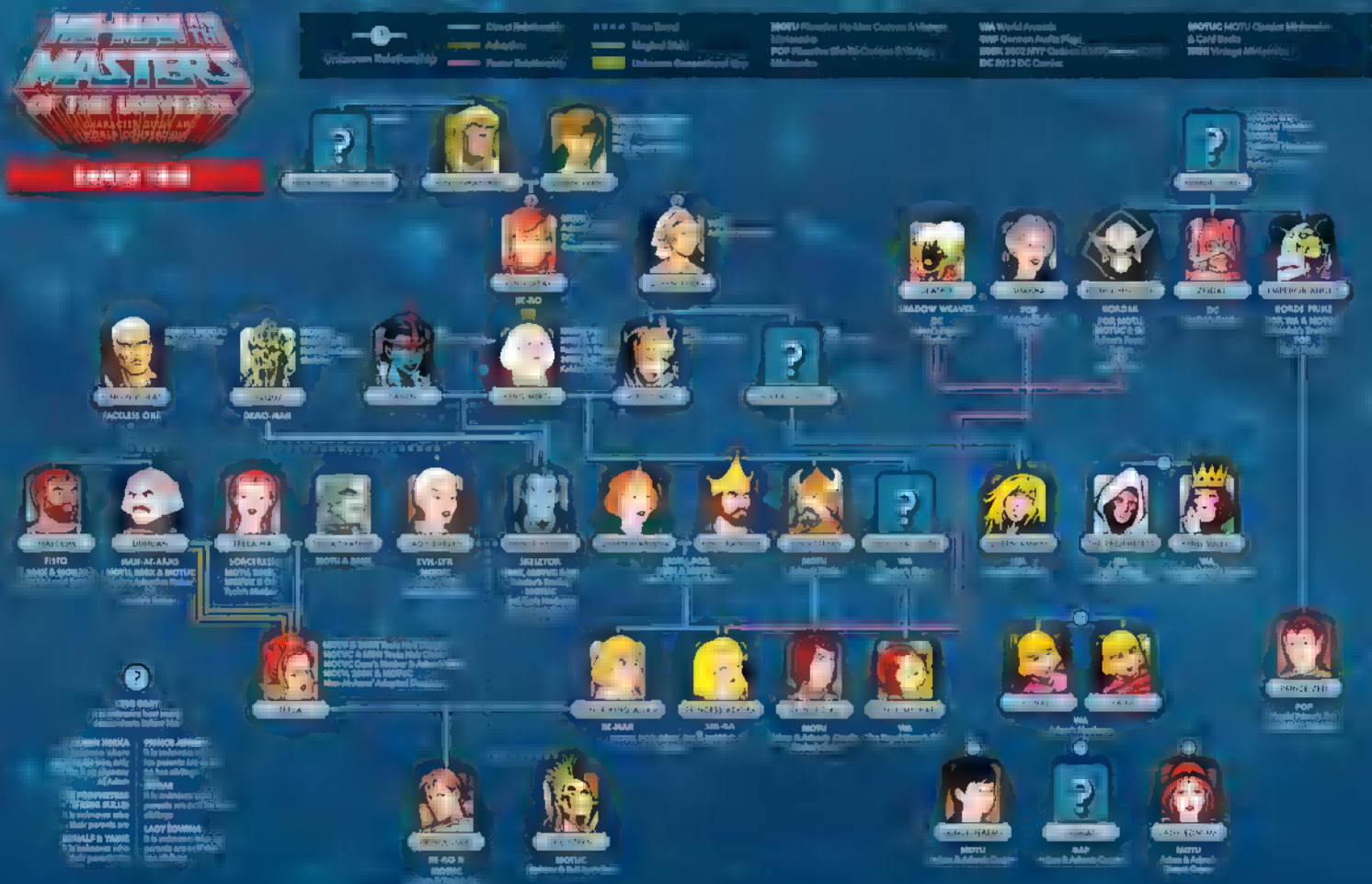


Sorcery
Technician

1985 UK WORLD POP ANNUALS

Gurgle was a small, white-haired man with a green mustache in overalls and a pointed hat. Some said he was a wizard, while others claimed he was a scientist. Gurgle himself declared he was neither but in fact a master of both magic and technology. When Hordak polluted the Rainbow River, Gurgle placed the River People into glass bubbles, where they could sleep safely until the water was clean.

100



GWILDOR

Heroic Creator of the Cosmic Key

Heroic Warriors
Masters of the Universe
Time Agents
Thenurians
Vejulian Gwitthrol Trolls

Staff

Locksmith
Inventor



1983 MOTU MINICOMICS

Gwildor was a genius scientist and inventor of the Cosmic Key—a device which allowed the holder to travel through space and time. What he lacked in size was made up for in wisdom. Although he could be impatient at times, Gwildor was a great help to He-Man.

1986 MOTU NEWSPAPER STRIPS

In the newspaper strips, Gwildor was depicted with an insatiable curiosity that would often lead him into trouble. He was a genius inventor with a keen intellect but dismissive and condescending toward magic, much to Orko's annoyance.

Gwildor once developed feelings for someone he thought was a Thenurian named Thalia. However, much to Gwildor's dismay, Thalia was actually Evil-Lyn in disguise. This was especially heartbreaking for the diminutive scientist, as Gwildor had believed he was the only Thenurian on Eternia until he met Thalia.



1987 MOTU FILM

In the 1987 film, it was established that Gwildor belonged to a race of peaceful and trusting people called the Thenurians. He was widely known for being an inventor and locksmith. He created the Cosmic Key along with other inventions. Evil-Lyn tricked Gwildor and stole the Cosmic Key, which she used to enable Skeletor to transport his army to Grayskull and overtake the castle. Thankfully Gwildor retained a prototype copy of the key, which he used to help He-Man and the other heroes. When the heroes



were outnumbered by Skeletor's forces, Gwildor used the key to transport them away from the heat of battle. The key transported them to Earth, where the key itself was lost, sparking off a hunt by both good and evil forces to find the key before Skeletor gained the Power of Grayskull back on Eternia. Skeletor was



keen to offer Gwildor the role of his full-time inventor after he'd unwittingly helped him conquer Grayskull, but Gwildor, regretful of his mistake, refused outright.

1987 GERMAN EHAPA MOTU COMICS

Unlike other media, the Ehapa comics also portrayed Gwildor as a storyteller who enjoyed entertaining the Heroic Warriors with his tales. In addition to traveling through space and time with the Cosmic Key, he also used it to show pictures to go with his stories.

2008 MOTU CLASSICS

The Classics provided a substantially different biography for Gwildor. A brilliant Vejulian Gwitthrol Troll and inventor from the underground city of Tundaria, Gwildor attended Eternos's Grimhammer University in his youth, where he learned from some of the greatest scientists and magicians on Eternia.

Later, he settled in a village near Pelleezee to live and work in solitude. He took time to mentor young inventors, including Jey (Fearless Photog), but devoted most of his time to creating the Cosmic Key. When villains such as Saurod came looking for his invention to change history in their favor, he used it to escape to Earth. He eventually faked his death and escaped to the future, where he was under the protection of the Time Agents.



HANK RAPPA

Sword

Rock star

**1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES**

Hank Rappa was a rock star who had somehow been transported to the future. He was discovered in a cave on Nondor

and captured by the Mutants. Skeletor planned to use him to put on a show that would lure He-Man into a trap. Hank was oblivious to the fact that he was being used for evil purposes and just wanted to put on a good show.

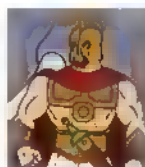
TRIVIA: Hank Rappa's name was a reference to American musician Frank Zappa.

HANNIBAL

Monteeg's Slaves

1983 FILMATION MOTU ANIMATED SERIES

From ancient Earth's past, Hannibal was a warrior who had been captured and made to serve Monteeg. He was in peak physical condition and, alongside his mighty elephant, Herk, he ensured Monteeg's orders were executed.

**HANS HAMMERHOLDER**

Defenders of Trolla

War hammer

Superhuman strength

**2008 MOTU CLASSICS**

Hans Hammerholder defended the Temple of Power when He-Man and Skeletor accidentally teleported to Trolla. Riding a Meteorb into battle, Hans fought the Revenge Squad's Muck Man.

HARRO**1983 FILMATION MOTU ANIMATED SERIES**

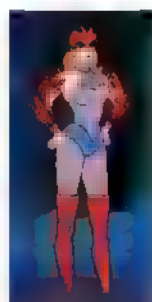
One of the few brave villagers of Pax, Harro was a quick-thinking man whose daughter, Rose, was as brave as her father. He risked imprisonment by the Space Pirates to aid Prince Adam and Teela.

HAWKE

Hawk

Bird People
Avionians

Flight

**1983 FILMATION MOTU ANIMATED SERIES**

Hawke, a stern, redheaded Avionian Bird Woman, was blinded by greed when Skeletor promised her riches. She sabotaged Avion's defenses and framed Stratos for the crime, resulting in him being banished from Avion in disgrace. She later saw the error of her ways when

Skeletor refused her the riches he had promised and instead imprisoned her in the Demon Zone, the home of Whiplash. She later earned He-Man and Stratos's trust by helping them, and as a result a vindicated Stratos did not banish her from Avion. However, because other Avionians did not share his trust in her, Stratos stripped her of her rank and placed her in captivity until she had redeemed herself in the eyes of their people. Like other Avionians, she could fly when within proximity of the Egg of Avion.

2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES

In the MYP animated series, Hawk was a more heroic character who served as Stratos's second in command. She advised Stratos, urging patience in their dispute with the Andreenids. Like her Filmation counterpart, Hawk was a redhead.

**2002 MVCREATIONS MOTU COMICS**

Hawk was Stratos's sister as well as his second in command, one of the last survivors of their small tribe of Bird Men. Both she and Stratos were very young when an unknown enemy attacked and killed their people. When they learned that the enemy was destroying their way of life, Stratos and Hawk took on a journey to their ancestors' place high in the mountains to find the Golden Egg. The Egg provided nurturing energy which helped things grow and survive, and thus the Kingdom of Avion was founded at the Golden Egg's location.

2008 MOTU CLASSICS

Hawke was Stratos's sister and seconds in command. Like other Avionians, Hawke could fly and had wings which grew from her forearms. Evil-Lyn once hypnotized Hawke and ordered her to sabotage Avion's defenses. Hawke broke free from the spell, but many distrusted her following the incident. After Stratos's death, Avion refused to name Hawke as its leader and chose General Tufos instead. When Hawke exposed Tufos's allegiance to the Order of Damon, the general was banished and Hawke was finally made Avion's leader. She led Avion until the Reawakening returned Stratos to life.

HELTOR**2016 SUPER7 CURSE OF THE THREE TERRORS CARTOON**

Heltor was an evil king who ruled Eternia for millennia. The deadly Three Terrors were in his service.

HELM

Painting magical pictures

**1990 NEW ADVENTURES****OF HE-MAN ANIMATED SERIES**

Helm was a painter from Daros-7. He could use his magical paintbrushes to paint magical, moving pictures. His grandmother was an old friend of Master Sebrion.

HE-MAN

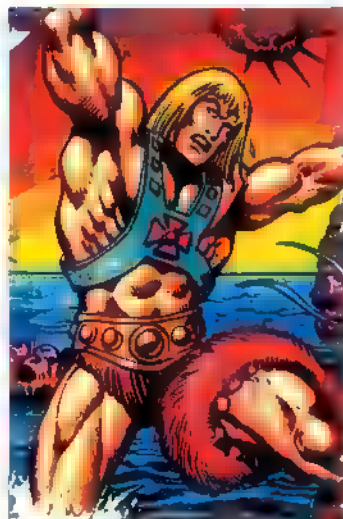
The Most Powerful Man in the Universe
Master of Eternity
Champion of Eternia

Prince Adam

Heroic Warriors
Masters of the Universe
Galactic Guardians
Galactic Protectors

Sword of Power
Battle axe
Shield
One half of the Sword of Power

Superhuman strength
Superhuman agility
Swordsmanship
Telepathy
Martial arts
Hand-to-hand combat



1982 MOTU MINICOMICS

In his earliest incarnation, He-Man was a noble barbarian warrior who inhabited a land of magic and incredible technology.

As a young man, He-Man felt the need to leave his village and explore the craggy cliffs and quake-torn valleys of Eternia, and indeed he was the first of his people to do so. In his travels, he aided a green-skinned woman who was under attack by a vicious monster. The young warrior quickly realized the green-skinned woman was the powerful Sorceress. The Sorceress informed He-Man that his strength and courage marked him as the legendary hero who was to inherit the treasures she had guarded for

many years. She gave the barbarian special garments, vehicles, and weaponry made by Eternia's scientists before the Great Wars, including two harnesses: one which granted him supernatural strength and another which created a force field around him.

Prophecy spoke of a hero destined to unite both halves of the mysterious Power Sword and thus would become king of the legendary Castle Grayskull. The Spirit of Castle Grayskull secretly knew that this hero was He-Man, a mighty warrior who left his jungle tribe to battle the forces of evil and prevent them from controlling the castle.

He-Man's chief allies were the warrior goddess Teela, Man-At-Arms, and Stratos, and he rode a large and loyal green tiger named Battle Cat. Together, they thwarted the schemes of the evil mage Skeletor.

1982 DC MOTU MINICOMICS

In a second wave of minicomics, He-Man began using a more sophisticated form of speech. His world evolved and expanded. He-Man now lived in a feudal society where he performed heroic feats in service to the elderly king and queen of Eternia. Immensely powerful in both strength and heart, he sometimes preferred to settle matters without resorting to violence, though he certainly relished a good battle. Though noble, He-Man was not above cracking someone across the jaw if he became frustrated with them.

Whenever a dangerous monster or villain appeared, He-Man arrived to save the day. Because of this, he was hailed as a great champion by the

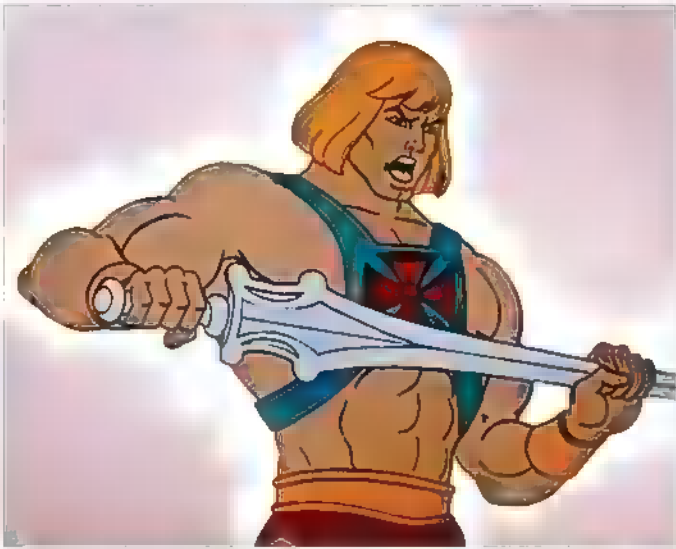
Eternian peasantry. Although he craved adventure, he was depicted as righteous and good, driven by his love for Eternia.

1982 DC MOTU COMICS

Differing from the early minicomics, He-Man was depicted as an impatient and headstrong warrior in the 1982 DC comics. This was the first instance in which Prince Adam was presented as the alter ego of He-Man. He-Man enjoyed unleashing the might of his battle axe upon his enemies. A loyal servant of the Goddess, he would lay down his life for her and the king and queen of Eternia.

As the most powerful man in the universe, He-Man was able to go toe to toe with the likes of Superman.

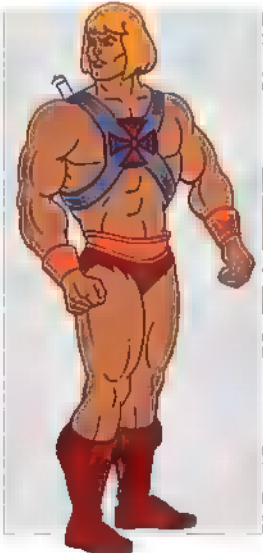




1983 FILMATION MOTU ANIMATED SERIES

In contrast to earlier canons, the Filmation animated series established that He-Man received his tremendous strength through the power of Castle Grayskull. Though no origin was ever presented, it was established that the Sorceress gave Prince Adam the Sword of Power that allowed him to transform into He-Man when Adam held the sword aloft and cried, "By the Power of Grayskull! ... I have the power!" He-Man's harness, fashioned by the Sorceress from Coridite, added to his incredible power. Sworn to defend Eternia and the secrets of Grayskull, most especially from Skeletor, He-Man never shirked his duties and performed them always with honor and dignity.

Although possessed of great strength, He-Man preferred peaceful resolutions over battle. Using his mind instead of his muscle, he would often solve a problem without violence. He only fought when forced and hoped each time would be the last.



Showing great strength of character, He-Man displayed a willingness to renounce his power when he believed he had killed an innocent man. Further, he successfully fought off the temptation to rule the universe and destroy Skeletor when such power was in his grasp in the form of the Starseed. Despite the great challenges he often faced, He-Man displayed a wry sense of humor. For instance, he enjoyed calling the evil Skeletor "Bonehead."

He-Man's strength had almost no limits. He could lift castles and move moons. He could perform martial arts, execute acrobatic flips, and even hold his breath for extended periods. His powers were primarily limited to physical feats, such as lifting, pushing, crushing, kicking, punching, throwing, spinning, dodging, and smashing. Additionally, He-Man could telepathically contact the Sorceress and certain other heroes. Though

he would use the Sword of Power to project or deflect blasts of energy and cut objects, it primarily functioned as a conduit for the Power of Grayskull and was rarely used in battle.

He-Man may have been the most powerful man in the universe, but he relied on his good friends and allies for support and help. Man-At-Arms and the Sorceress guided and advised him during difficult times. His trusted companion and steed, Battle Cat, joined in his adventures. Teela was a reliable and competent warrior who often helped He-Man. Orko may have caused some mischievous trouble, but he was always willing to stand by He-Man's side. The secret of his dual identity was protected by Man-At-Arms, the Sorceress, and Orko. In order to resume his Adam identity, He-Man exclaimed, "Let the power return!"

He-Man carried a variety of weapons. Among these were a bolo and a grappling hook. He also made use of a thin yellow tube which, when blown into, produced a bubble that trapped anyone inside in zero gravity.

1983 MOTU MINICOMICS

Largely following in the footsteps of the Filmation canon, in which he was portrayed with extremely powerful superhuman abilities, the later minicomics presented stories in which the Sorceress bestowed new armaments with special powers upon He-Man, such as the Thunder Punch and the Flying Fists. Additionally, further tidbits pointed to the origin of He-Man's power. Legends referenced on toy packaging spoke of the ancient wizard He-Ro and his connection to the Powers of Grayskull, hinting at a mysterious link between He-Ro and He-Man.

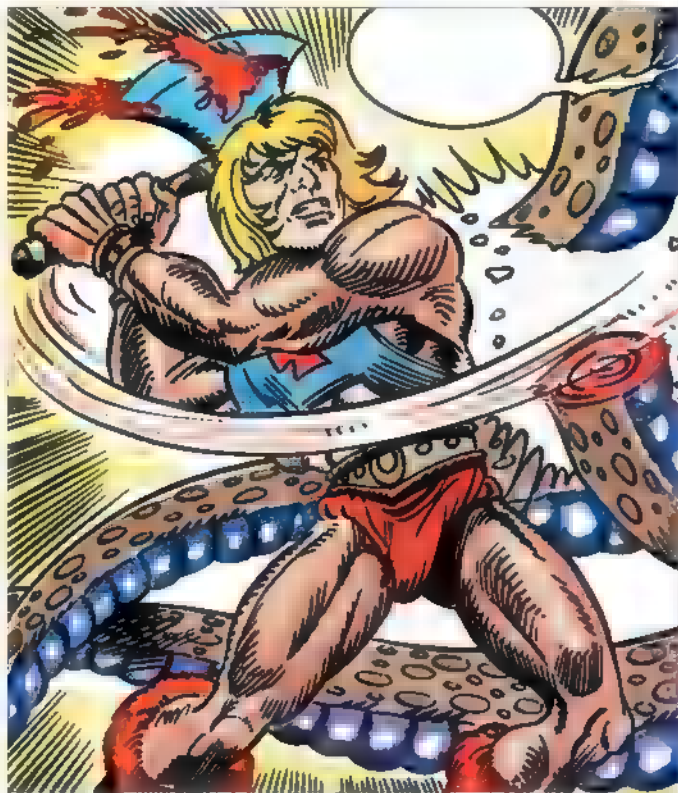


1983 GOLDEN MOTU BOOKS

Establishing their own continuity, the early Golden books depicted the barbarian warrior He-Man as having been chosen by Zodac to be Eternia's champion and protector against Skeletor, who had acquired both halves of the Sword of Power. After Skeletor's initial defeat, He-Man acquired his powers through one half of the Sword of Power.

1983 ITALIAN PIÙ MAGAZINES

The earlier Più comics stories shared similarities to the 1982 minicomics in that He-Man was more of a heroic barbarian. Neither brute force nor black magic could stop him when he was riding upon Battle Cat, the ferocious tiger who only



obeyed him. In the first batch of stories there was no Prince Adam identity. Later, the stories were changed to more closely reflect the Filmation cartoon series and included He-Man's Prince Adam persona, who remained a part of subsequent issues in the series.

1984 GERMAN MOTU AUDIO PLAYS

After following mainly in the footsteps of the Filmation animated series, the German audio plays continued with *New Adventures* story lines when Prince



Adam's dual identity as He-Man was revealed to Skeletor aboard the *Starship Eternia*. Later, when He-Man's sword struck the Cosmic Crystal on Denebria, he acquired the power of the universe. Discarding his Prince Adam persona, He-Man made a new home on Primus to continue his unending battle against Skeletor.

1985 FILMATION POP ANIMATED SERIES

Continuing from the portrayal in the MOTU animated series, the POP series showed us some new sides to He-Man's personality.

After traveling to Etheria, He-Man discovered his lost sister, Adora. He was surprised and overjoyed to have a sister in his life, particularly one who could stand as his equal in battle. He would make occasional journeys to Etheria to visit his sister and help her with her fight against the Horde. Over time, He-Man became a fixture within the Great Rebellion, often undertaking missions with a variety of Rebels.

A new side of He-Man's personality was revealed when Frosta took a romantic interest in him. He was uncomfortable and awkward around her, and he repeatedly attempted to spurn her advances. Conversely, He-Man found himself attracted to Sweet Bee, who seemed to be oblivious to He-Man's interest.

1985 FILMATION MOTU/POP ANIMATED CHRISTMAS SPECIAL

Building on the portrayal begun in the MOTU and POP Filmation series, the Christmas special showed He-Man finding much amusement in Skeletor's

discovery of the Christmas spirit and his subsequent acts of kindness. He-Man even stood laughing next to his erstwhile enemy, rather than attempting to capture him.

1986 MARVEL STAR MOTU COMICS

While similar to the Filmation animated series, the Marvel Star comics also included an alternative timeline where the Sword of Power was transported thirty years into the future. When Adam was finally reunited with the sword and transformed, this future He-Man battled the future Skeletor within Grayskull, and the two great warriors perished in the castle's destruction. The He-Man from the past returned to his own time and therefore erased the possible future from happening.



1986 MOTU NEWSPAPER STRIPS

The newspaper strips were largely patterned after the Filmation portrayals of He-Man. Their final story line featured an excursion to Primus and a transition into the *New Adventures* era of the property. Unlike other iterations of this story, He-Man returned to Eternia from Primus in the end.



TRIVIA: Both He-Man and Skeletor retained their classic looks during the newspaper strips' portrayal of the *New Adventures* story arc.

1986 UK MOTU COMIC MAGAZINES

The UK comics had a unique take on He-Man's origins. Prince Adam, selected by the Sorceress as Eternia's champion, was summoned to Grayskull and transported to a timeless dimension, where he gained great knowledge and was imbued with the power that turned him into He-Man, the most powerful man in the universe. Sworn to battle all forms of evil in the universe, he set out to create a group of warriors inspired by the legend of King Arthur and the Knights of the Round Table, a legend that his Earth-born mother, Queen Marlena, had taught him. Enlisting Man-At-Arms as the first Heroic Warrior, He-Man named the group the Masters of the Universe.

Over time, he recruited more warriors and gained a steed in the form of Prince Adam's pet tiger Cringer, who was given the power to become Battle Cat after witnessing his master's transformation into He-Man.

On the day that Adam gained the power of He-Man, Skeletor broke through the Mystic Wall. He and He-Man had their first battle, with the latter still unaware of the extent of his powers. In addition to his great strength, He-Man was highly intelligent and could solve complex problems. Early on, He-Man had no qualms using violence, though his actions were eventually toned down,



and he tended to use the magic of his sword over brute force. To transform back into Prince Adam, He-Man spoke the words "By the Power of Grayskull! ... I am Adam!"

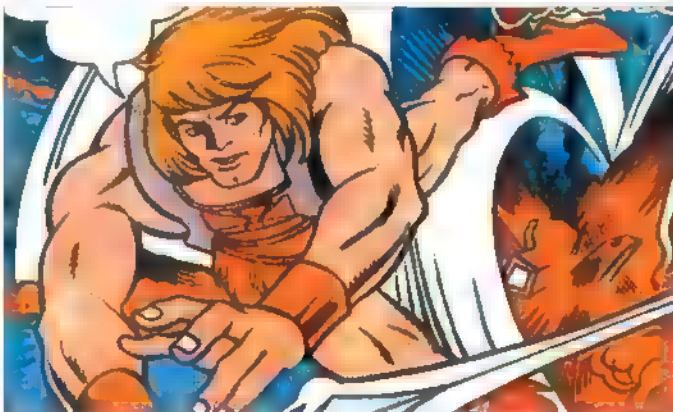
He-Man's presence was often reassuring to the inhabitants of Eternia, and he did much more than combat evil. He visited and spoke with the people, helped to rebuild war-torn villages, and did other charitable deeds.

Occasionally, He-Man wore his Flying Fists armor but never used the accompanying weaponry. He was also given the power of the Thunder Punch but used it only rarely.



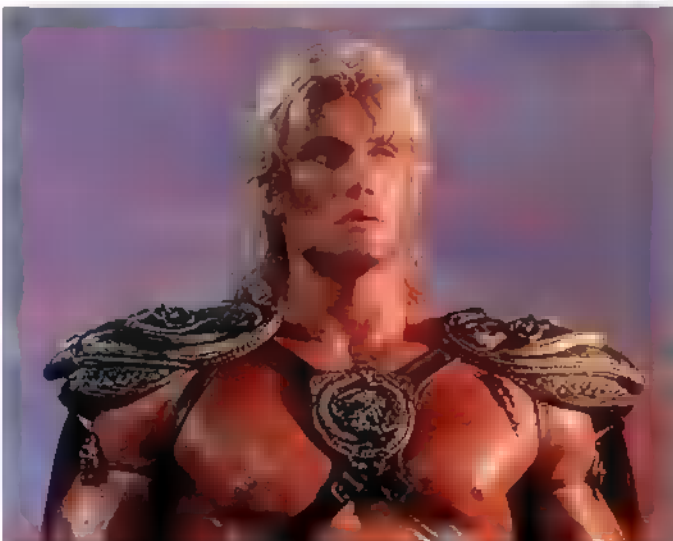
1986 BRAZILIAN EDITORA ABRIL MOTU COMICS

He-Man's portrayal in the Brazilian Editora Abril comics was close to that of his Filmation counterpart. However, in a dramatic departure from the cartoon, He-Man was once killed in an atomic blast caused by Skeletor and Evil-Lyn. The hero was miraculously resurrected when the Sorceress combined her magical powers with the strength of Teela's deep affection for He-Man.



1987 MOTU FILM

Clad in cape and armor, He-Man fought to reclaim Castle Grayskull from Skeletor and his mercenaries. Even on Earth, He-Man was always willing to help. He saved the Earth girl Julie from the Evil Warriors. He nobly made himself prisoner to Skeletor in order to gain the freedom and lives of his friends. He embodied the castle's power through the Sword of Grayskull. Upon He-Man's victory over Skeletor, the Sorceress was freed, and the power of the universe returned to the castle.



1987 ITALIAN MAGIC BOY MAGAZINES

In the Italian *Magic Boy* comics, He-Man could sometimes show a more no-nonsense attitude. For instance, when the mischievous Woock forced He-Man to solve puzzles in order to retrieve the Power Sword, He-Man responded with a swift kick to Woock's posterior. In another instance, even after he had already defeated Two Bad, He-Man planned to continue his assault on the villain before Teela stopped him.

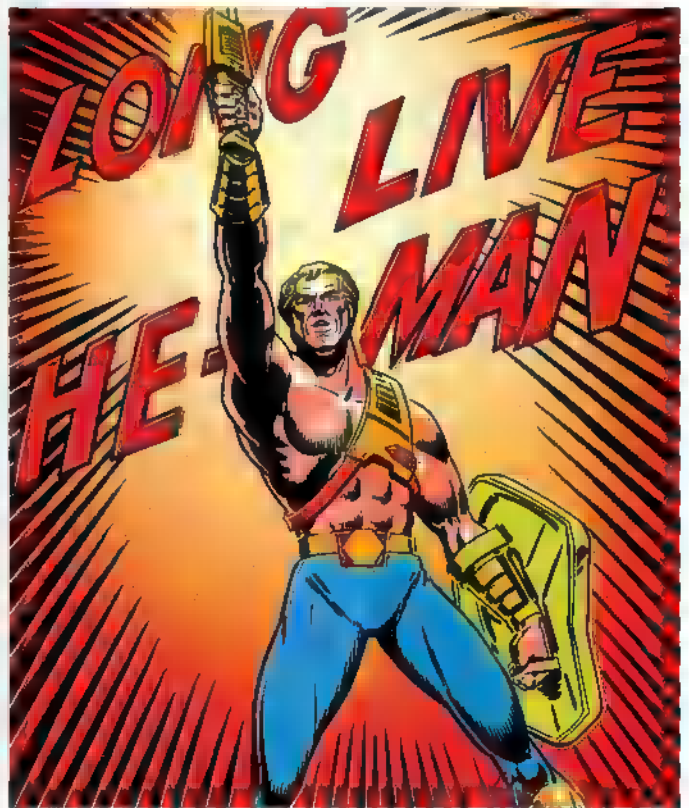
In later issues of *Magic Boy*, He-Man went into space when the comic shifted to a story line that reflected the new He-Man toy line. At the start of this series of adventures, Adam permanently transformed into He-Man. During the transformation, he aimed the blast from his Power Sword directly at Skeletor, severely injuring the villain. When He-Man arrived in the future, he realized that he knew little of his new powers but swore that he would use his abilities to help defend the Triax Galaxy from the predations of Skeletor and the Mutants. In this future time, He-Man could sometimes be seen using a jetpack which enabled him to fly.

TRIVIA: When asked by a *Primar* reporter whether there were stores with shiny windows where he came from, He-Man remarked, "My people are warriors, much more dedicated to war than to consumerism."

1989 HE-MAN MINICOMICS

Building on established canons, the 1989 He-Man minicomics described He-Man's journey into the future. Hydron and Flipshot traveled into the past to Eternia in their starship to seek the legendary He-Man, for prophecy foretold he would be destined to save the planet Primus from destruction.

After the Power of Grayskull had been transferred into the *Starship Eternia*, Prince Adam called upon it and transformed into He-Man. The power and



HE-MAN

wisdom of the Ancients had joined with the technology and wisdom of the future, and thus Prince Adam was no more. From this point onward, there was only He-Man, who wore futuristic armor and carried a laser-like sword.

He-Man, Hydron, and Flipshot followed Skeletor to the future in the *Starship Eternia* and began a series of new adventures, battling Skeletor, Flogg, and the Evil Mutants.

1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES

When needed in the future, He-Man willingly gave up his life on Eternia and traveled to Primus. Though initially skeptical, the Primans accepted He-Man as their champion, and he took leadership of the Galactic Guardians. His comrades, Captain Hydron and Flipshot, often came to him for advice. He-Man and the Guardians worked together as a well-integrated team. He-Man and Skeletor frequently fought to a draw, as each knew the other very well from their previous years of battles, a fact both commented on.

Still sharing a telepathic link with He-Man, the Sorceress provided guidance and advice. She instructed He-Man on the "power of the good and the way of the magic." Though he was still infused with the Power of Grayskull, He-Man's feats of strength were less impressive than they'd been in earlier depictions. Focus was placed on the use of the power of the good and the way of the magic. Additionally, He-Man's sword gained new importance, displaying abilities to fire energy blasts or unleash magical pulses when needed.

When He-Man became homesick for Eternia, the Sorceress created a dimensional gateway and brought Teela to Primus to be temporarily reunited with him.

At the end of the war between Primus and the Mutants, He-Man and Mara faced off against Skeletor and Crida. He-Man trapped Skeletor and Crida in a shuttle pod. He used his sword to permanently lock them in and banished the shuttle into deep space. With Skeletor finally defeated and Primus free, He-Man claimed to have fulfilled his destiny.



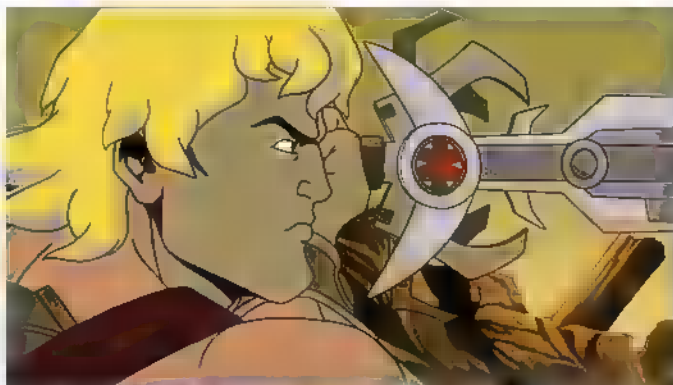
TRIVIA: In order to transform into He-Man in the *New Adventures* series, Prince Adam shouted, "By the power of Eternia!" The only exception to this was the first episode of the show, in which Adam used the more well-known oath, "By the Power of Grayskull!"

2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES

Drawing heavily from earlier canons, the MYP animated series provided an origin story for He-Man. When Skeletor broke through the Mystic Wall to threaten Eternia, Prince Adam was taken to Castle Grayskull to assume the power on his sixteenth birthday. Though initially reluctant, the young prince accepted the mantle and transformed into He-Man, drawing on the power of King Grayskull, which had been infused into the Sword of Power. Adam, as He-Man, took on the great strength, courage, and kindness of his distant ancestor. As in previous versions, in order to transform into He-Man, Adam raised his sword and used the oath, "By the Power of Grayskull! . . . I have the power!"

Alongside a redesigned Sword of Power which incorporated technological components, He-Man carried a shield on some occasions. The shield had a button to activate a kind of force field to protect him from things such as roaring flames.

When King Hssss and his Snake Men threatened Eternia, the Elders' power enhanced He-Man's might by providing him with armor and weaponry especially suited to defending against the new menace. Among these were pincers concealed in a gauntlet and a new shield to provide protection against Khan's acidic venom.



Though incredible, there were limits to He-Man's power. His enemies, on a few occasions, inflicted harm on him, causing him to lose consciousness and even revert back to Prince Adam. In order to willingly turn back into Prince Adam, He-Man intoned, "Let the power return!"

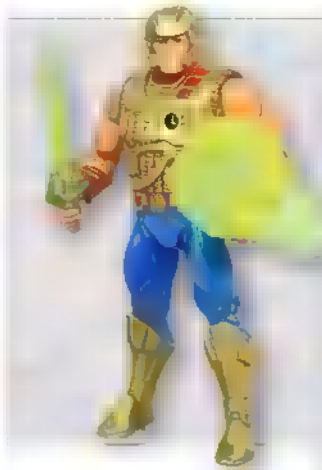
2008 MOTU CLASSICS

Blending details from previous incarnations and adding a great deal of new information, the Classics canon constructed a complete life story for Prince Adam's He-Man persona. When Prince Adam combined both halves of the Sword of Power, he could channel the power of the Great Orb in Castle Grayskull and become He-Man. In time, he learned how to tap into the knowledge of the Elders and create new and specialized armaments from the energies of the universe, such as his protective Battle and Snake Armors and his Thunder Punch and Flying Fist weapons.

After many years, Skeletor used Faker to frame He-Man for the murder of King Randor, who had been banished to Despondos. Renegades, He-Man and the Masters of the Universe retreated to Tundaria. Shortly thereafter, He-Man's lover, Teela, acting as the new Sorceress of Grayskull, sent He-Man back in time to Preternia in an attempt to find the key to their victory.

Joining King Grayskull and He-Ro against the Snake Men, the Horde, and the forces of Skeletor in the First Ultimate Battleground, He-Man discovered that the Spell of Separation was the key to defeating the Snake Men in his own time. Returning to the present with a captured Skeletor, He-Man called





a truce with his archenemy, and together they defeated the Snake Men and the Horde in the Second Ultimate Battleground.

After Skeletor stole Hordak's technovirus and fled into the cosmos, He-Man and Teela were wed. Soon afterward, He-Man and She-Ra left with Hydron and Flipshot to battle Skeletor on Primus. Forsaking his identity as Prince Adam, He-Man combined his power with that of the *Starship Eternia*. Alongside the Galactic Protectors, he defended the planet Primus from Skeletor and his army of former Horde Space Mutants.

During an assault on Horde World, He-Man and Skeletor were transported to Trolla, where the old enemies engaged in what appeared to be their final battle. He-Man called upon the Power of Grayskull and split Skeletor into the separate beings Keldor and Demo-Man. His uncle, repentant, bade him rule Eternia justly before he died.

Returning to Horde World, He-Man found She-Ra missing and the empire destroyed. He spent ten years searching for his sister, only returning to Eternia upon hearing of King Randor's passing. There, he was reunited with his wife and met his now-teenaged son Dare, who had grown up listening to the stories of his father's adventures.

Crowned king of Eternia, He-Man moved the seat of power to Castle Grayskull to allow Teela to rule at his side and unite his family. Realizing he had to make a symbolic gesture if peace were to return to Eternia, he surrendered the Sword of Power by placing it in the Force Field Anvil. During his reign, he established the Time Agents, watched his son take up the Power of Grayskull to become He-Ro II, and protected Eternia from an attack by Despara and a resurrected Skeletor.

After the Third Ultimate Battleground, King He-Man ruled Eternia alongside his family. In time, a resurrected Keldor convinced He-Man that Castle Grayskull's absence would cause devastation throughout the universe. He-Ro's spirit concurred and finally revealed his true connection to He-Man and She-Ra, telling them that they must return their powers to save Castle Grayskull. They transformed back into Adam and Adora, but when Keldor tried to steal the power for himself, Adam transformed back into King He-Man in the presence of the renewed Grayskull. To his surprise, his youthful appearance was restored. He-Man defeated Keldor, which prompted the villain to willingly transform himself back into Skeletor shortly thereafter.

2012 DC MOTU COMICS

In the 2012 DC continuity, it was widely known that Prince Adam was in fact He-Man, leading the Masters of the Universe against the forces of evil. Skeletor was present the first time Adam invoked the power.

On a couple of occasions, He-Man made his way to the Forge of Grayskull, where he remade the Sword of Power. This re-creation changed the look of

his armor and prepared him for new threats, including the Horde invasion of Eternia and the threat of King Hssss.

King Hssss attempted to take over Prince Adam's body but was defeated by the great internal strength and will of He-Man. After recovering his body from King Hssss, Adam returned to the Forge of Grayskull and transformed once more into He-Man. Now clad in magnificent gold armor and a golden helmet, He-Man became the Master of Eternity.

He-Man then confronted Skeletor, who had become Master of Death, and appeared to defeat the villain once and for all. In doing so, He-Man freed the entire universe and restored Castle Grayskull. As the new king and ruler of an unknown future, He-Man displayed great selflessness and decided to share the Power of Grayskull with those who would become Masters of the Universe.



IMAGE COURTESY OF DC COMICS



HEMLI



1985 FILMATION POP ANIMATED SERIES

Hemli and her husband, Poltan, were farmers in the village of Mandaville. Their grain was stolen by the Horde. When Hemli and her husband were also captured by the Horde, their daughter, Leena, sought help.

HE-RA

HE-RA

2008 MOTU CLASSICS

The daughter of He-Ro's son and King Grayskull's daughter, and ancestor to the Twins of Power, He-Ra was a warrior who protected the Sword of Power in ancient times. She once ventured into the Void, where she outsmarted King Hssss.

HERBO

1985 FILMATION POP ANIMATED SERIES

Herbo was the king of Herboria. With his barky hide, gray helmet, and leafy collar, Herbo was an unusual figure to behold. His twiggy facial protrusions gave him a somewhat insectival appearance. Though Herbo was stern in demeanor, he was wise and goodhearted.

HE-RO

TITLES

The Most Powerful Wizard in the Universe
Heroic Cosmic Warrior

Gray
Ro

Staff
Sword of He

AFFILIATIONS

King Grayskull's Masters of the
Universe

SPECIAL ABILITIES

Sorcery

1983 MOTU MINICOMICS

The ancient Preternian known as He-Ro was the most powerful wizard in the universe. He fought against King Hiss and his Snake Men. Although He-Ro was mysterious, MOTU toy packaging revealed that he was connected to both He-Man and the Power of Grayskull, though the nature of those connections



remained unclear. He attempted to master all the good magic of the Ancient Wizards in order to protect future Eternia from falling into evil hands. Wielding a golden staff, he channeled magic and performed miraculous spells. He-Ro's magic was so powerful that he was able to single-handedly send He-Man back to present-day Eternia with just a simple command.

When Eldor found Ro, unconscious and dying in a crater, he placed him in a mystic pool that drove the virus from his body but allowed Eternia itself to absorb it, making the planet a unique combination of science and sorcery. Although restored, Ro's memory did not return immediately, so Eldor adopted him and called him "Gray," after the brave reigning King Grayskull. He taught Gray to use the Book of Living Spells and a magic staff. In time, Ro relearned how to use the Sword of He and combated the Snake Men, becoming He-Ro. Eventually, Hordak and the Evil Horde followed Ro and began their own campaign to conquer Eternia. Feeling partly responsible, He-Ro swore he would help defend Eternia from all evil.

During the Great Wars, He-Ro utilized Turbo-dactyl as his flying steed. He also brought many foundlings to Eldor's cottage, much to the old wizard's chagrin. One such foundling was a time-traveling Prince Dare from the future. While sharing many adventures together fighting the Snake Men, the two wizards taught Dare magic and combat skills to help him earn the title of a hero and return to his own time.

Later, a younger version of Dare's own father, He-Man, also traveled to Preternia and fought alongside He-Ro. Together they took part in the Ultimate Battleground, a deciding battle of the Great Wars where He-Ro sacrificed himself to save King Grayskull. Before he died, he deemed his friend D'Vann Grayskull worthy of wielding the Sword of He. He-Ro's spirit later revealed to He-Man and She-Ra that his son married King Grayskull and Veena's daughter, thus making He-Ro the twins' ancestor.

2012 DC MOTU COMICS

In contrast to other depictions, the 2012 DC comics established He-Ro as the lone surviving son of King Grayskull and Queen Veena. He led the resistance against Lord Adi and the Gar after his father's death. Upon recovering the Sword of Power, he and Eldor chose to hide it away until destiny revealed the rightful heir.

TRIVIA: He-Ro's action figure prototype, along with that of Eldor, his mentor, was shown in a 1987 Mattel catalog. The only information about He-Ro officially released came from the minicomic *The Powers of Grayskull: The Legend Begins* and the packaging of the Masters of the Universe Dinosaur and Giant toys. However, the 1987 Mattel style guide and Eldor's unproduced card back reveal much more. A warrior-wizard, He-Ro was intended to have been He-Man and She-Ra's ancestor, and his alternate identity was named "Gray." He was reared under the tutelage of Eldor and the tribal chieftess, Sharella. Gray was the first recipient of the Powers of Grayskull; he was initially transformed into He-Ro when he entered a mysterious cave.

2008 MOTU CLASSICS

The Classics canon, drawing from the hints provided in earlier media, painted a new picture of He-Ro's backstory. A Cosmic Warrior, Ro received the magical Sword of He from the Overlords of the Timeless Dimension on Trolla. They commanded him to go forth and combat evil. Armed with the sword and donning cosmic armor adorned with the symbol of the Temple of Power, Ro fought the Horde Empire. Threatened by Ro's power, Horde Prime infected him with a mind-wiping Techno-Organic Virus and cast him into a space vortex. Ro crashed onto the planet of Eternia.

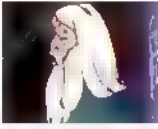


IMAGE COURTESY OF DC COMICS



HE-RO II: SEE DARE

HERON



1985 FILMATION POP ANIMATED SERIES

Heron was a soft-spoken, withered hermit at the ancient library in the Valley of the Lost. He guided visitors through the library.

HE-SLAVE

Evil Mutants

Sword

Powers equal to He-Man's



1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES

He-Slave was the name given to an evil clone of He-Man created by Skeletor. His powers were equal to those of He-Man, and it was Skeletor's hope that He-Slave could finally destroy his enemy in battle.

Rather than call upon the Power of Grayskull or Eternia, He-Slave chanted, "By the power of Skeletor! . . . I have the power!"

He-Slave wore armor emblazoned with Skeletor's insignia and could anticipate He-Man's every move. His sword resembled the Sword of Power, but its handle was patterned after Skeletor's staff. When He-Slave was unable to defeat He-Man, Skeletor grew tired of waiting and attempted to destroy them both. He-Slave then turned against his master and sacrificed his life to try to destroy him.

HEXON



Sorcery

1983 FILMATION MOTU ANIMATED SERIES

Hexon was an evil wizard who sought to become the ruler of the kingdom of Simbar. He possessed nearly limitless magical abilities. His skin was sky blue.

HISSE

Space Pirates

Projecting laser blasts from hook

1983 FILMATION MOTU ANIMATED SERIES

Hisser was one of Sticky Fingers' Space Pirate crew. A lizard-like humanoid, he stood hunched over, sported traditional pirate clothing, and had a hook in place of his right hand. He could project laser blasts across great distances from his hook.



HOGART

Ice Trolls

Superhuman strength

1983 FILMATION MOTU ANIMATED SERIES

The massive Hogart was the leader of the Ice Trolls. Impulsive, he would attack anyone who invaded his territory. He and his warriors were extremely protective of Granamyr. When asked if he spoke the tongue of Eternia, Hogart declared that his tongue was the tongue of Eternia.



HOOVE



Evil Mutants

Blaster

Strength
Extending his limbs

1984 UK WORLD MOTU ANNUALS

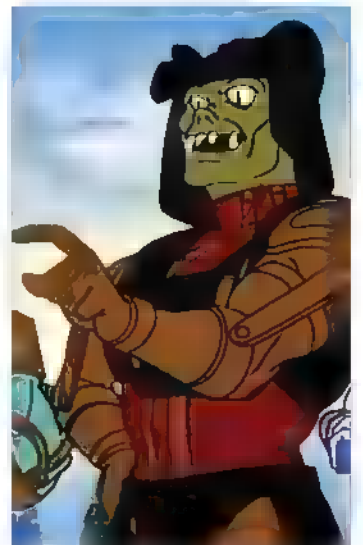
Hoove lived near the ruined mines in the Regula Mountains of Denebria. He was as stubborn as a mule and kicked like one. His leg was implanted with blasters to make his powerful kicks even more dangerous.

1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES

Hoove was a vicious but intelligent member of the Mutants. He had a station on the bridge of the Mutant Mothership which enabled him to make computations regarding Flogg's battle plans. His primary mode of attack was to deliver powerful kicks with his hooved feet.

Hoove was especially cruel; he took great pleasure in the suffering of others and enjoyed taunting the people of Primus. More intelligent than most of his fellow Mutants, he was often Skeletor's selection to take command of assaults. Frequently, he was partnered with Karatti, forming a combination of brains and brawn.

Hoove played an important role in the Games, a series of challenges between the Mutants and the Galactic Guardians organized by the mysterious Royka and Molden. After being chosen as part of the Mutants team, he received a weapons upgrade from the Blacksmith of Crelus which allowed him to grow his hands and feet to huge sizes and deliver more-powerful blows to his opponents.



HORDAK

Ruthless Leader of the Evil Horde

Hec-Tor Kur
Tylgar

Evil Horde
Monster Warriors

Crossbow
Arm cannon
Staff
Spinning weapons
Buzz saw
Sword of Horokoth

Shape shifting
Technomancy
Immortal magic



1983 MOTU MINICOMICS

The minicomics depicted Hordak as a ruthless and power-hungry technomancer bent on universal domination. Combining science and sorcery, Hordak created monstrous creatures to do his bidding and commanded a massive army of Horde Troopers. Though he used magic, Hordak generally favored technology.

Hordak was an ancient being, and though little is known of his past, it was established that he'd participated in the construction of the Central Tower of Eternia many eons earlier.

Among the physical transformations he manifested, Hordak used his hurricane power (a spinning, bat-shaped blade on the end of his arm). His arm also transformed into a cannon which could fire a

thunderball mace. When Hordak entered the Central Tower, a terrible buzz saw weapon formed that could burst from his chest and decimate anything in its path. Hordak also developed a kinetic shield that allowed him to deflect blows from his enemies. Though his former pupil once betrayed him by sealing the door between Eternia and Etheria, Hordak and Skeletor occasionally formed uneasy alliances against their common foes.

TRIVIA: In the minicomic *Leech-Thing Master of Power Suction Unleashed!*, Hordak possessed the ability to grow to an enormous size.



1983 GOLDEN MOTU BOOKS

The MOTU Golden books shed some additional light on the teacher-student relationship between Hordak and Skeletor. When the Horde invaded Etheria, they discovered a powerful mineral called Etheramite. A young Etherian man wished to learn its secrets, and Hordak took him under his wing. Ambitious, the man attempted to harness the Etheramite and was transformed into



Skeletor, who then betrayed his master and fled to Eternia with plans to conquer that world for himself.

1983 LADYBIRD MOTU BOOKS

With only minor deviations from earlier depictions, Hordak ruled Etheria from within Doom Tower, located inside the Fright Zone.

1984 UK WORLD MOTU ANNUALS

Similar to other portrayals, the World annuals depicted Hordak's ability to transform his arm into a variety of weapons and objects, including a flamethrower, photon cannon, magnet, chainsaw, circular saw, fan, and sword.

1984 GERMAN MOTU AUDIO PLAYS

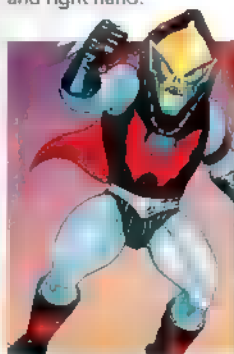
The German audio plays had their own unique take on Hordak's history. While visiting numerous worlds, Hordak befriended the wizard Glostofos, who gave him a ring to call and control the demon Modulok. Later, he and his Horde returned to Eternia in secret and rescued Skeletor from certain death. Allying himself with his former pupil, Hordak assumed the role of Skeletor's consultant and right hand.



Hordak attempted to usurp Skeletor's authority on several occasions, but eventually gave in. He criticized Skeletor's plans and often hoped for their failure. Biding his time, he accepted Skeletor's command but plotted to overthrow the Lord of Destruction once Eternia was conquered.

1984 GERMAN INTERPART-CONDOR MOTU COMICS

Unlike in other portrayals, Hordak resided inside the Fright Zone on a gruesome world that was not Etheria. Upon deciding to





conquer Eternia, the Horde traveled there by way of a time gate that only Hordak could create. During the Horde's first encounter with the Masters of the Universe, he allied himself with Evil-Lyn. Hordak and Skeletor were bitter enemies.

TRIVIA: Hordak nearly destroyed Castle Grayskull when he sucked its stones into his own dimension using the Maw of the Juggernaut.



1986 MOTU NEWSPAPER STRIPS

Though the newspaper strips' portrayal of Hordak was consistent with his depiction in the Filmation animated series, Hordak spent some time in Eternia's distant past as the cloaked and hooded Tylgar. He attempted to mine the powerful mineral Polydurate, which had been used to build Castle Grayskull, and transport it to Etheria, thus preventing the castle's construction.

1986 UK MOTU COMIC MAGAZINES

The UK comics expanded on and explored various facets of Hordak's character from other media, giving them a unique twist. On his home world, the planet Academica, Hordak, second to Horde Prime and conqueror of many worlds, taught students the ways of the Evil Horde. His pupil Skeletor convinced him that a dimension of science existed, and Hordak prepared to invade it. When undertaking this mission, Skeletor betrayed his teacher, leaving him stranded on a desolate moon, and Horde Prime sent Skeletor to invade Eternia. Determined to enact revenge on Skeletor, Hordak built a Teleportation Machine and eventually followed Skeletor to Eternia, accompanied by his henchmen.

Hordak despised magic, preferring to wreak havoc via scientific means. With his scientific genius, Hordak built a plethora of machines and created the warriors Snout Spout, Extendar, and Dragstor, although only the latter remained in his servitude. Though initially unable to shape shift on Eternia, Hordak was able to unleash blasts of energy from his hands and teleport himself and others. He maintained two distinct bases of operation: the Fright Zone on Eternia and Doom Tower (also referred to as the Fright Zone) on Etheria.

1986 UK POP COMIC MAGAZINES

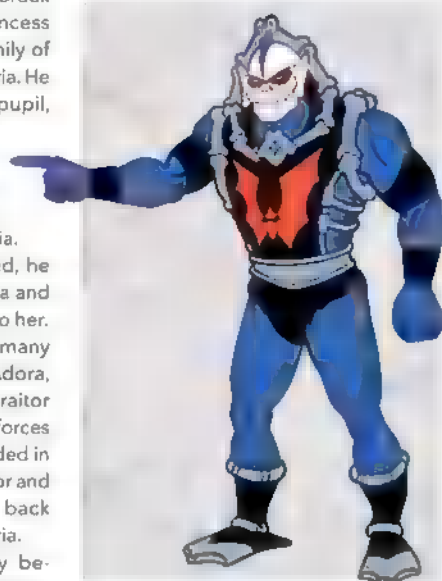
Expanding the story of Hordak's conquest of Etheria from other media, the UK POP comics established that he had attempted to acquire Castle Bright Moon

1985 FILMATION POP ANIMATED SERIES

Early in his life, Hordak was trained in sorcery by the Etherian magician Noah. Later, he rejected magic in favor of science and led the Horde Empire's attempted conquest of Eternia from his base of operations at Snake Mountain. Though the effort failed, Hordak managed to kidnap Princess Adora from the Royal Family of Eternia and escape to Etheria. He left behind his favorite pupil, Skeletor. Hordak, alongside Shadow Weaver and Shakra, raised Adora as a member of the Evil Horde in the Fright Zone on Etheria. Although cruel and feared, he hid his evil side from Adora and showed fatherly affection to her.

He returned to Eternia many years later in pursuit of Adora, whom he considered a traitor after her defection to the forces of good. He briefly succeeded in recapturing her, but Skeletor and his men threw Hordak back through the portal to Etheria.

Hordak was frequently betrayed by his various henchmen, some of whom sided with his former student Skeletor. On the other hand, he was cruel to his men, often dropping them through trap doors. Hordak and Skeletor maintained a mutual enmity throughout the Filmation animated series. Only Imp was loyal to Hordak, and the pair were shown to have a close and trusting relationship.

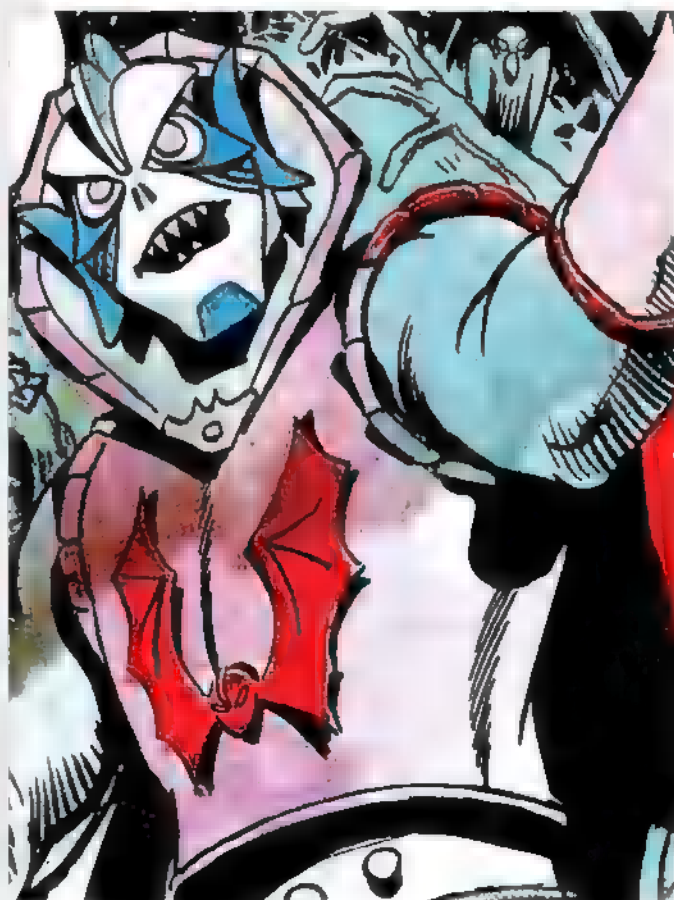


TRIVIA: Prince Zed, Horde Prime's son, was referred to as Hordak's nephew, establishing that Horde Prime and Hordak were siblings.



1986 MARVEL STAR MOTU COMICS

While Hordak was portrayed much as in other media, the Marvel Star comics showed another side of his character. When both he and He-Man suffered amnesia, the pair formed a strong alliance and friendship. After regaining his memory, Hordak had the opportunity to destroy He-Man and intentionally missed his shot in an apparent show of respect. The former friends subsequently parted ways.



HORDAK



many times before the arrival of She-Ra and was only able to conquer Etheria after combining his science with the magic powers of Shadow Weaver.

1986 UK TWINS OF POWER MAGAZINE

When Hordak was sent to Eternia to collect one of the two halves of the Evil Sword, Horde Prime granted Hordak the shape-shifting abilities he had enjoyed on Etheria. Hordak had been unable to transform on Eternia, thanks to the proximity of Castle Grayskull, which limited his powers.

1987 GERMAN EHAPA MOTU COMICS

The German Ehapa comics portrayed Hordak as another threat on the planet Eternia who, while dangerous, was less powerful than Skeletor. He carried a crossbow but preferred his hurricane weapons.

1987 POWER TOUR

During the Power Tour, it was revealed that Hordak assumed leadership of the Snake Men in ancient Eternia. No reference was made to King Hiss. Hordak wielded a magical staff which was identical to the ones used by the five Wizards of Good. He claimed the wizards had no power over him.



2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES

A powerful and ancient sorcerer, Hordak's role throughout the MYP animated series focused primarily on how his actions shaped Eternia's history. He defeated King Hssss and the Snake Men, he slew King Grayskull, and centuries later his magic transformed Keldor into Skeletor.

After attempting to banish Castle Grayskull into the Dimension of Despondos during the time of King Grayskull, Hordak and his Evil Horde were imprisoned there themselves. Though a few attempts were made, most notably by Evil-Lyn, to release them, the Well of Darkness and Hordak's second sanctuary were eventually destroyed, dashing Hordak's hopes of Eternian conquest.

2008 MOTU CLASSICS

In its attempt to mesh conflicting portrayals of Hordak into a cohesive narrative, the Classics canon provided new details about his life. The second son of Seferus Kur, the Horde Lord, Hec-Tor Kur studied both magic and technology with his father and his older brother, Anillis Kur. Through a combination of both, the family made themselves and their servants nearly immortal. When the brothers assassinated their father, Anillis seized the throne as Horde Prime. Although submitting to his brother's authority, Hec-Tor plotted to eventually steal the throne for himself. Concerned about Hec-Tor's ambition, Horde Prime sent him away.

As Hordak, Hec-Tor recruited many warriors into his service and led them to Preternia in pursuit of He-Ro. In a failed attempt to steal the Starseed from Eternia's core, he cast the Spell of Separation to break the world apart. This forced Procrustus, guardian of the Starseed, to physically hold the planet together, but the spell created Eternia's Light and Dark Hemispheres.

Hordak's forces fought in the Great Wars against King Grayskull and the Snake Men until the armies formed a truce and built the Three Towers to share Eternia's magic. Hordak betrayed the others, and the conflict resumed in the



First Ultimate Battleground. Hordak ultimately killed He-Ro.

Hordak later defeated the Snake Men and turned his sights on King Grayskull. In their last battle, King Grayskull destroyed Hordak's body but not his spirit. King Grayskull then banished Hordak and the Horde into the Dimension of Despondos. Before he left his universe, Hordak managed to mortally wound King Grayskull.

Unable to return to Eternia for centuries, Hordak, in an incorporeal form, took on Prince Keldor as an apprentice. When Keldor was mortally wounded, he promised to set Hordak free in exchange for saving his life. Hordak combined him with Demo-Man, thus creating Skeletor.

Hordak's scouts located Etheria, a peaceful oasis amid the chaos of Despondos. Hordak invaded the planet and overthrew its reigning monarchs, ruling it successfully for many years. As Hordak's grip on Etheria weakened with the appearance of She-Ra, Shadow Weaver discovered a Laser Gate portal leading back to Eternia, where Evil-Lyn had made it possible for them to return.

Hordak returned to Eternia with his full army and deposed a now-ruling Skeletor. Scattering Skeletor's allies and forcing the Snake Men into hibernation, he built a new Fright Zone from which to oversee the invasion of Eternia. He also set his attention to returning to Horde World and overthrowing his brother.

When the Three Towers rose from Subtania, Hordak attempted to steal the secrets of time travel from Central Tower. Lacking the Cosmic Key to control the energy of Central Tower, his body was mutated; he was now able to eviscerate his enemies with a buzz saw that launched from his chest. Believing himself invincible, Hordak recruited the Snake Men and fought in the Second Ultimate Battleground, facing the combined forces of He-Man, She-Ra, and Skeletor. Hordak met his end at the hands of his former pupil Skeletor. But before he died, Hordak grievously wounded Skeletor with one final buzz saw attack.

2012 DC MOTU COMICS

The 2012 DC comics offered a version of Hordak's backstory with some significant deviation in the details. Millions of years old, Hordak murdered his own father, Horde Prime, and took his skull as a grisly prize. With this mystic skull by his side, he consumed the souls of all but one of the thousands of Cosmic Enforcers during an apocalyptic battle on Horde World. While Hordak's first victim was his own father, his voracious appetite for souls extended beyond the Cosmic Enforcers to millions of his fellow Hordemen. Like a cosmic vampire, he absorbed their life energies into himself, augmenting his own power.



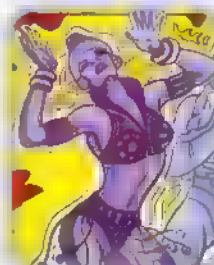
IMAGE COURTESY OF DC COMICS

During his invasion of Eternia, Hordak was physically killed at the hand of King Grayskull using the Sword of Power, but his spirit remained.

The Horde were banished to the Dimension of Despondos and conquered Etheria. King Grayskull magically made sure Hordak could not enter Eternia without the blood of Grayskull. Hordak, weak and unable to take physical form, bided his time for centuries. He feasted on the souls of the Etherians in order to gain strength and power. He gathered a massive army and saved the dying Keldor, turning him into Skeletor in exchange for kidnapping Adora. He made an ultimate soldier of Adora, forged in his own image as Horde Enforcer. After she broke the Horde's spell and reunited with her brother, Hordak was still able to acquire He-Man's blood, thanks to Tri-Klops and Adora (who was enchanted by an ancient snake dagger), and regained his physical form.

With Grayskull's bloodline being the key to the Powers of Grayskull, Hordak forged the Sword of Horokoth in the fires of the Starseed. He was able to retrieve the Eyes of Grayskull and conquer Eternia for a time. Hordak was betrayed by Evil-Lyn and killed by Skeletor.

DISGUISES



DREAM MISTRESS: The Dream Mistress was a false persona and disguise created by Hordak to lure Stonedar, Snout Spout, and Extendar into a trap. Promising to fulfill the wish of the one who reached her first, the Dream Mistress transformed back into Hordak when Stonedar broke the spell.

1987 | German Ehapa MOTU Comics



SHADOW JESTER: The Shadow Jester was a persona and disguise used by Hordak to kidnap the citizens of Eternia. During a severe drought, Hordak exploited a legend that told of the arrival of a jester who would save the world. Speaking to the citizens of Eternia, the Shadow Jester promised salvation if they gave him their shadows and followed him to a new land. The desperate citizens complied, and the jester used his flute to take away their shadows and hypnotized the people to follow him into the Fright Zone.

1987 | German Ehapa MOTU Comics

HORDE LORD

2008 MOTU CLASSICS

The Horde Lord Seferus Kur was the first galactic ruler and tyrannical founder of the Horde Empire. He and his sons learned how to use technology and newly discovered magic to give themselves and their favored minions unnaturally long lives. He ruled the galaxy through fear and intimidation for centuries, until his sons employed dark magic to assassinate him.

AFFILIATIONS

Evil Horde

HORDE PRIME

HORDE PRIME

Supreme Ruler of the Horde Empire

Evil Horde

Anillis Kur
Horde Supreme

Crossbow
Staff



1985 FILMATION POP ANIMATED SERIES

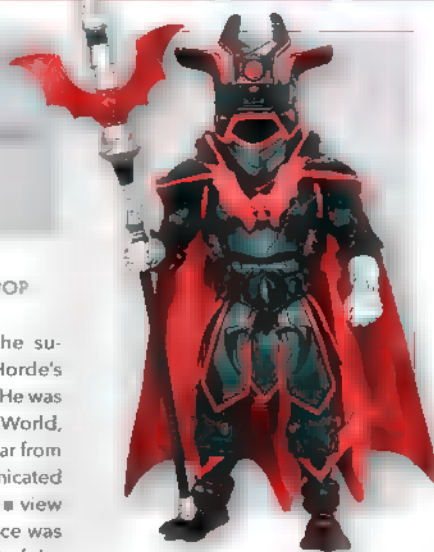
Horde Prime was the supreme ruler of the Horde's intergalactic empire. He was stationed on Horde World, an asteroidal planet far from Etheria, and communicated with his minions via a view screen. His dominance was total on every world of the empire save Etheria, thanks

to the arrival of She-Ra—a fact for which he held his brother Hordak personally accountable. He treated everyone, but especially Hordak, with contempt. Skeletor and Hordak appeared to both respect and fear Horde Prime.

Horde Prime's physical form was shrouded in mystery; he only appeared in a murky cloud of smoke that revealed a single enormous fist. On one occasion it was stated that he had two of everything, including heads.

1986 UK TWINS OF POWER MAGAZINE

The UK comics established their own backstory for Horde Prime. Having founded the Horde Empire with the aim of either conquering or destroying the universe, Horde Prime most desired to capture the planet Eternia, where Castle Grayskull was located. Horde Prime wanted the secrets and powers necessary for him to become Master of the Universe. Using both Hordak and Skeletor as chief warlords in charge of conquering Eternia, and later Etheria, Horde Prime observed the battles from his space station. Aboard this station, he traversed the cosmos, selecting worlds to conquer and recruiting new warriors to the Evil Horde. The UK comics made it very clear that Horde Prime was the true lead villain of the saga and gave him a physical appearance unique among all media. His face was reminiscent of a catfish, and he wore a helmet which was adorned with cockroach-like antennae.



2008 MOTU CLASSICS

The Classics canon created a more complex biography for the ruler of the Horde Empire. Anillis Kur was the eldest son of Horde Lord, founder of the evil galactic Horde Empire. After the family had combined technology and magic to unnaturally extend their lives, Anillis and his brother, Hordak, overthrew their father, and Anillis seized the throne. Becoming the tyrannical Horde Prime, he began a conquest of the universe, systematically wiping out his enemies. He infected his archenemy, the Cosmic Warrior Ro, with a Techno-Organic Virus and cast him into a portal leading to the remote planet of Eternia.

Fearing his brother might attempt to overthrow him, Horde Prime

sent Hordak to Eternia on a fool's errand to ensure Ro's death.

Horde Prime inadvertently led Hordak to Eternia and the powerful Starseed.

Horde Prime bided his time on Horde World while the conflict on Eternia played out over the next five thousand years. During this time, he broke the Kaydex Crystal and shattered the barriers between dimensions. This allowed the Unnamed One to send his forces to Trolla through a crack in space-time.

After the Galactic Protectors and the Space Mutants joined forces against the Horde, they made their way to Horde World, where She-Ra fought Horde Prime alone. She demolished the armor that had prolonged his life. Because of his unquestionable evil, She-Ra made an exception to her vow to protect all life and slew Horde Prime. Though she defeated him, his dark soul lashed out at her and bound itself to her armor, remaking her into Despara. When She-Ra was freed from the shell of Despara by Orko, the Trollan wizard trapped Horde Prime's soul in a red gem.

2012 DC MOTU COMICS

Unlike other canons, Horde Prime was Hordak's father and the supreme leader of the Horde Empire; for eons his name struck fear throughout the cosmos. Hordak murdered him to take the throne. As a trophy, Hordak kept Horde Prime's skull, which possessed mystical powers and became known as the Skull of Power.



(IMAGE COURTESY OF DC COMICS)

HORDE TECHNO



Evil Horde

1985 FILMATION POP ANIMATED SERIES

Clad in a technologically advanced costume, the Horde Techno was a humanoid being in the Fright Zone. The Horde Techno was permanently fixated on a monitor.

HOVAR



Vast knowledge of Eternian history

1983 FILMATION MOTU ANIMATED SERIES

Hovar was the Royal Historian; he researched Eternian history to aid King Randor. Together with his son Justin, Hovar was stationed on Selkie Island to conduct an exploration of its ancient ruins. He and Justin were forced to defend their encampment against the dangerous animals of the island.

HOWIE (I)**1983 FILMATION MOTU ANIMATED SERIES**

Howie was an Eternian human child. He and his friend Derek enjoyed playing with a Chukra (a Frisbee-like disk) with Mekanek.

HOWIE (II)**1986 UK MOTU COMIC MAGAZINES**

Howie was a teenage boy who played kickball with other teenagers from the villages of Ev-Town and Elves-Pool on Eternia.

**HUGIL**

Composing terrible poetry

**1986 UK MOTU COMIC MAGAZINES**

Hugil was a notable poet whom Orko encountered in a dream. He composed exceptionally terrible poetry that made Orko want to scream.

HUMAN ELECTRODE

Generation of electricity

**1983 FILMATION MOTU ANIMATED SERIES**

The Human Electrode was a pointy-eared carnival performer who could produce electricity with his bare hands. He was silent and wore a green costume with high-tech elements.

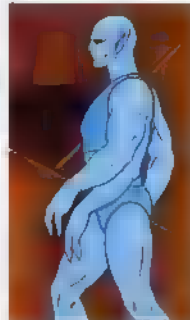
HUMANOID**AFFILIATIONS**

Game Master's Slaves

Hand-to-hand combat
Superior athleticism

1983 FILMATION MOTU ANIMATED SERIES

A warrior slave of the Game Master, the Humanoid was a skilled fighter with four arms. Upon the Game Master's defeat, he peacefully returned home through a time corridor created by the Sorceress.

**HUNGA****OTHER NAMES**

Hunga the Harpy

Harpies

Club wand

Flight

1985 FILMATION POP ANIMATED SERIES

Hunga was the powerful and wicked leader of the Harpies of Talon Mountain. She had a bitter rivalry with Queen Angella which extended to Angella's family. Hunga held Queen Angella prisoner for many years, until her rescue by He-Man and She-Ra. Although evil, the Harpies despised the Horde's dominance and kept their activities confined to their own domain.

Hunga wielded a combination club and wand with a crystal ball atop it. It could project blasts of energy and create prisons out of rocky surfaces.

HUNTARA**TITLE**

Courageous Silaxian Warrior

Tara

AFFILIATION

Great Rebellion
Masters of the Universe
Silaxians

WEAPONS

Laser swords

SPECIAL ABILITIES

Hunting and trapping
Hand-to-hand combat
Swordsmanship
Agility

**1985 FILMATION POP ANIMATED SERIES**

A mysterious and deadly warrior, Huntara traveled to Etheria from the distant planet Silax. Silaxians were famous for being skilled combatants and among the best hunters and trappers in the universe. Huntara carried a variety of weapons, including exploding throwing stars and stun swords. She was swift and agile, using both brains and brawn in battle. She was

tricked into serving the Horde to eliminate She-Ra, whom she was made to believe was evil. After learning the truth, Huntara left Etheria with the promise to return if the Great Rebellion needed assistance.

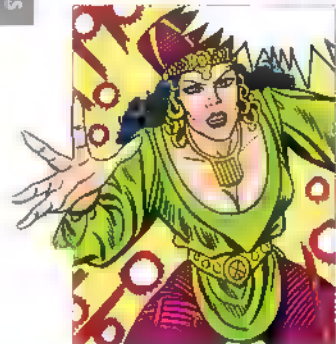
2008 MOTU CLASSICS

The Classics provided a few more details about Huntara. A muscular and deep-voiced bounty hunter, Huntara was once Tara from Silax, a planet in the Dimension of Despondos. She rose quickly into the highest class of hunters and was willing to take on almost any job, provided she was well paid. Silaxians prided themselves on a sense of good and evil, and so she joined She-Ra and other members of the Great Rebellion in the Third Ultimate Battleground.



HYDRANIA

HYDRANIA



1987 GERMAN EHAPA MOTU COMICS

Hydrania was the daughter of Hydron. She was believed to have been killed years ago by the Red Shan, so Hydron was amazed when his missing daughter was found alive and lying dormant in a space capsule. After awakening and being brought to Primus, Hydrania claimed that she had lived several years on the lost planet Earth. However, and very sadly for Hydron, this Hydrania was revealed to be Brakk, who had disguised himself as Hydron's long-lost daughter in order to infiltrate the Galactic Defenders.

HYDRON (I)



1986 UK POP COMIC MAGAZINES

Not to be confused with the Galactic Guardian, Hydron was an alien creature from the planet Ocenus, an enormous water world. He traveled the universe stealing water from other worlds to increase his own power. His services were enlisted by Hordak in a scheme to steal the whole of Etheria's oceans, leaving the planet dry. Hordak promised Hydron the Rebel Frosta in return, but when Hydron realized Hordak would not keep his part of the bargain, he broke the alliance and returned Etheria's water before traveling back to his home world.

HYDRON (II)

Courageous Leader

Daniel Ripper Jr.

Galactic Guardians
Galactic Protectors
People of Primus

Spinning spear gun
Trident gun

Piloting
Underwater combat



1984 UK WORLD MOTU ANNUALS

Hydron was a Space Sea Commander from the domed underwater city of Orca, located beneath the Guardian Sea. His equipment and weaponry were well suited for underwater and space combat.

1984 GERMAN MOTU AUDIO PLAYS

Hydron also was known as the Lord of the Seas. Originally, he was the ruler of the water planet Akroyan, until dark forces led by Optikk assaulted his home world. Suspicious about mysterious radio signals from outer space, Hydron hid inside of the starship when Darius and Icarus traveled to Eternia. After his friends and He-Man were imprisoned inside the ship's cell, Hydron freed them. He later told He-Man

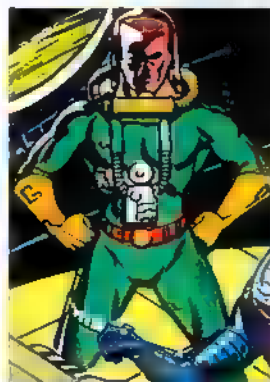
about Denebria's Crystal Needle and the need to stop Skeletor from receiving its powers.

1987 GERMAN EHAPA MOTU COMICS

In the German comics, Hydron was a man plagued by sadness because his whole family had been killed years ago by the Red Shan. He worked together with the Galactic Guardians, hoping to someday track down this villain.

1989 HE-MAN MINICOMICS

Confident, assertive, and respected, Hydron was the captain of the Galactic Guardians. He and Flipshot were the pilots who went back in time to find the legendary hero He-Man.



1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES

The *New Adventures* animated series provided both similarities to and differences from other depictions of Hydron. As the captain of the *Starship Eternia* and commanding officer of the Galactic Guardians, Hydron served as He-Man's second in command. From Primus's underwater city of Serus, Hydron was the only member of his family to leave for the surface, where he enrolled in the Primus military.

Along with his friend Lieutenant Flipshot, he was chosen by Master Sebrion to take the Time Vessel to the past to find the power of the good and the way of the magic.

Hydron, dedicated to doing things by the book, took a no-nonsense approach to his command. He ran a tight ship and was often frustrated by the boastful antics of Lieutenant Flipshot. His breathing apparatus and helmet enabled him to breathe both underwater and in space. He wielded a three-pronged trident gun which could shoot laser and water blasts. His weaponry and armor were later updated by the Blacksmith of Crelus, who fitted him with a large hand clamp to grab enemies and spin them around at incredible speed.

2008 MOTU CLASSICS

The Classics canon both drew from earlier media as well as made substantive changes to Hydron's backstory. Captain Hydron, also known as Daniel Ripper Jr., was the space sea commander of the Galactic Protectors from the domed city of Orca on Primus. He was selected by Darius to locate the legendary Twins of Power. Hydron and his lieutenant, Icarus, arrived on Eternia shortly after the end of the Second Ultimate Battleground. They recruited He-Man, She-Ra, and several of the Masters of the Universe to follow them to the Tri-Solar System to fight the Space Mutants who had defected from the Horde and joined Skeletor.



LANDIR



1986 MOTU NEWSPAPER STRIPS

One of the greatest and most hated rulers in Eternia's history, Queen Landir ruled the planet in its distant past. Known as the Ice Empress, she possessed magical ice powers along with an icy disposition. The beautiful queen comported herself with a regal bearing and wore the clothes of an aristocrat. She was arrogant, prideful, and very unpleasant.

Long ago, Landir was imprisoned within a large iceberg, remaining in a comatose state for millennia. She was freed during He-Man's era and quickly resumed her wicked ways. She later accepted Skeletor's offer of assistance in reclaiming Eternia.

Landir wielded formidable ice-based powers, creating both localized and widespread snow and ice effects. She could conjure snow-filled whirlwinds, cause terrible ice storms, and project sharp icicles from her fingertips. Furthermore, she could magically control certain animal minions, including snow sharks and ice spiders, the latter of which had gone extinct twenty thousand years earlier but reappeared upon Landir's return.

Ice Empress

SPECIAL ABILITY

Snow and ice powers
Control over ice spiders
Control over snow sharks

ICE LORD



SPECIAL ABILITIES

Creating freezing temperatures
Projecting blasts of ice

1983 FILMATION MOTU ANIMATED SERIES

The Ice Lord was a strong-willed warrior in the Region of Ice. Determined by nature, he would do anything to free his daughter Snowflake from Skeletor's clutches. He was fooled into believing Orko was He-Man.

ICER



Evil Master of Cold

Icleeel

Evil Warriors

Ice pick

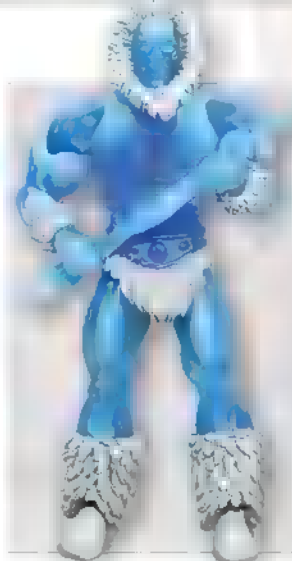
Creating freezing temperatures
Transforming body's molecular structure

1983 FILMATION MOTU ANIMATED SERIES

Icer was an overly confident spy for Skeletor at Eternia's Weather Station in the ice regions. The mere touch of his hand could freeze any object or individual. He could merge his body with ice walls and camouflage himself. He could also convert his body into liquid to slip under doorways. His body appeared to have been made of living hard ice. Warm temperatures appeared to be his greatest weakness.

2008 MOTU CLASSICS

Icer, also known as Icleeel, came from the outskirts of Stilia, a domain of the Kulataks in the Ice Mountains. Skeletor enlisted him into the ranks of the Evil Warriors because of his lack of agents in the North.



ILEENA

1983 FILMATION MOTU ANIMATED SERIES

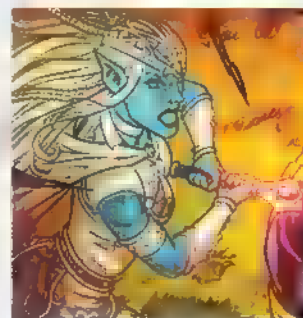
Ileena was the beautiful and delicate, almost frail, daughter of Zikran. Lacking confidence and wishing to be more like Teela, Ileena became dependent upon a drug that the disguised wizard Jarvan offered her. She eventually captured Jarvan, with help from He-Man, and discovered that she possessed more courage than she'd realized—she just needed to believe in herself.



ILLUMINA

2008 MOTU CLASSICS

When the Time Agents and Man-E-Faces II combined their powers to send the Mighty Spector and Prince Dare into the past, the Unnamed One contacted his operative Illumina to intercept. She struck suddenly and battled the Mighty Spector. Illumina succeeded in killing Spector and tried to attack the young Prince Dare. The wizard He-Ro intervened and protected the prince. Illumina was transformed into a great white cat and fled into the jungle.



AFFILIATION

Unnamed One

Double-bladed pike

Assassination

TRIVIA: Illumina was planned for the 2002 MVCreations comic and appeared in an advertisement for an upcoming issue, but the story featuring Illumina was never published.

IMP

IMP



Evil Horde

Flight
Shape shifting
Spying

1983 LADYBIRD MOTU BOOKS

In a deviation from the other canons, Imp was not a single character in the Ladybird books. There were many Imps, and they all served Hordak as spies.

1985 FILMATION POP ANIMATED SERIES

Imp was a talking blue pig-bat creature and Hordak's loyal pet. He could do no wrong in his master's eyes but was heartily disliked by all the Hordesmen. Extremely immature, Imp relished baiting and antagonizing.

Able to transform into anything he wished, Imp made an excellent spy. He wore a video communicator on his wrist to stay in constant contact with Hordak. He spied on both the Great Rebellion and the Horde. Any information he gained would soon be whispered into Hordak's ear.

1986 MARVEL STAR MOTU COMICS

Imp appeared by Hordak's side when an invading fleet arrived on the planet Eternia. He would later be depicted as a bright pink creature. In both of these appearances he did not have any fingers or thumbs.

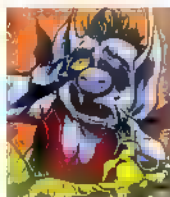


IMAGE COURTESY OF
DC COMICS

2012 DC MOTU COMICS

After the Horde takeover of Eternia, Imp was given the title of lord. Lord Imp was given jurisdiction over Eternos and the Eternian Royal Palace during the Horde occupation.

INDESTRUCTIBLE ROBOT

Indestructibility
Great strength
Shooting laser beams from eyes



1986 BRAZILIAN EDITORA ABRIL MOTU COMICS

Many centuries ago, the Indestructible Robot came to Eternia from outer space. Upon landing on the planet, the large automaton began destroying everything in its path. With its inde-

structible body, its great strength, and its ability to shoot lasers from its eyes, the robot caused panic to spread throughout Eternia. It took the combined effort of all of Eternia's heroes to battle the robot, though many of those heroes were killed in the struggle. Ultimately, they succeeded in throwing the violent machine into the then-dormant Aston Volcano. Mages then magically sealed the robot within the volcano.

Centuries later, the Aston Volcano became active again and erupted. This allowed the Indestructible Robot to escape into present-day Eternia and start his rampage anew. Even He-Man's repeated assaults could not stop the robot, though Man-At-Arms, having deduced that the robot was from outer space, fortuitously sent a signal into the cosmos which summoned a craft sent by the Indestructible Robot's creators. Unable to stop the robot, He-Man succeeded in forcing the automaton into the craft and sent it back into space.

INSECT MAN

Game Master's Slaves

SPECIAL ABILITIES
Hand-to-hand combat
Agility

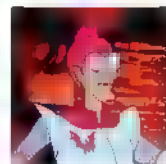


1983 FILMATION MOTU ANIMATED SERIES

One of the Game Master's warrior slaves, Insect Man was a skilled combatant. He only spoke through chirping sounds. After the defeat of the Game Master, he peacefully returned home through a time corridor created by the Sorceress in Castle Grayskull.

INSPECTOR DARKNEY

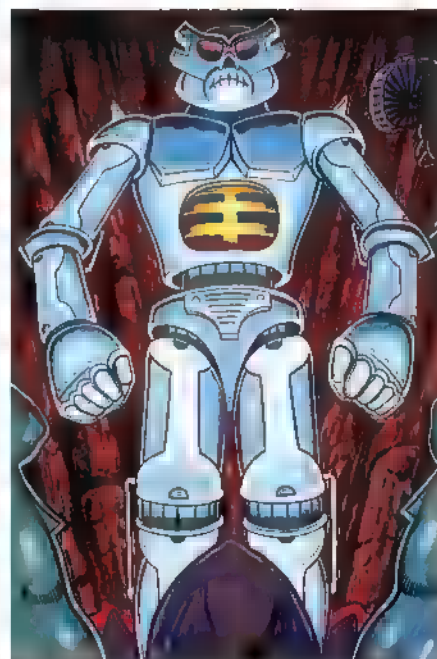
ULTIMATE ABILITIES
Evil Horde



1985 FILMATION POP ANIMATED SERIES

Sent from Horde World on an inspection tour of Etheria, Inspector Darkney was as much of a threat to Hordak as the Great Rebellion. He was extremely clever, calculating, and arrogant, and could easily identify insincerity. As Horde Prime's aide, Inspector Darkney wielded immense power within the Horde.

IRON MASTER



Evil Warriors

SPECIAL ABILITIES
Superstrength

1983 LADYBIRD MOTU BOOKS

The Iron Master was a giant robot built by Skeletor and his Skelcon servants. It was constructed with the purpose of stealing He-Man's Power Sword. However, when the Iron Master succeeded in its quest, it grew power hungry, and rather than deliver the sword to Skeletor, it attempted to claim its power for itself. But when the Iron Master held the sword aloft in triumph, the sword was struck by lightning, causing the robot to melt into useless junk.

JACOB

Widgets



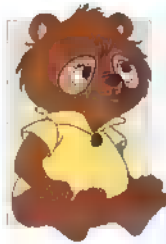
1983 FILMATION MOTU ANIMATED SERIES

An elderly, curmudgeonly hermit who wanted nothing more than a solitary life on his fishing boat, Jacob had little interest in the lives of others. He became a hermit because people had continually let him down, and all who once knew him were gone. The love of the Widgets changed Jacob's personality. He became kindhearted and even risked his life to aid his new family. Jacob became mayor of the Widgets after he saved their home.

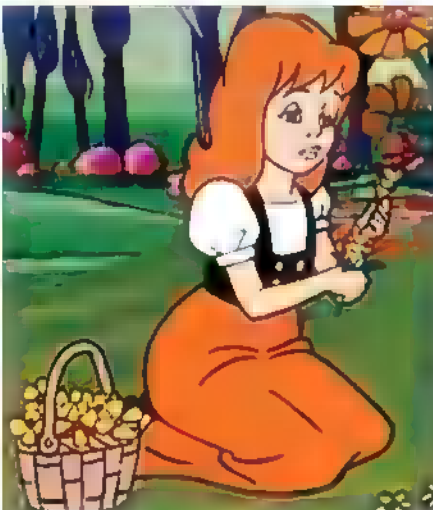
JADE

1983 FILMATION MOTU ANIMATED SERIES

Jade was the daughter of Jova and Jeeta. She was too young to walk and would often shout out one word to describe a situation. Like her parents, she was bear-like in appearance.



JARINE



1985 FILMATION POP ANIMATED SERIES

Jarine was one of the youngest citizens of the magical Etherian village of Brigis. When she disobeyed and ventured away from home, she almost threatened the safety of her village. She was even defiant to Hordak when she was a prisoner within the Fright Zone.

JARVAN



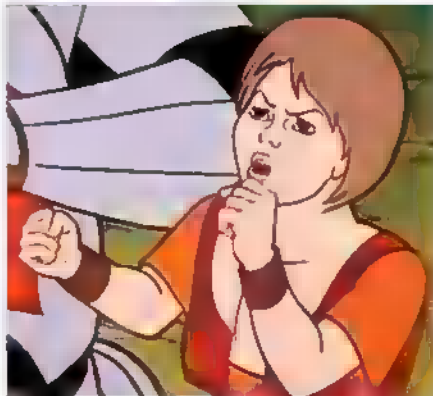
Sorcery

1983 FILMATION MOTU ANIMATED SERIES

Jarvan was an evil sorcerer driven by revenge against He-Man and King Randor for imprisoning him years before. Though he lacked physical strength and was hunched over with age, Jarvan possessed a mastery of sorcery and a talent for exploiting the weak. Jarvan possessed a magic ring that could be used to summon him and, when worn by someone else, allowed him to spy on their every move.

TRIVIA: The incantation to summon Jarvan with his ring was "Enat enoc" ("Come to me" spelled backward).

JASON (I)



1985 FILMATION POP ANIMATED SERIES

Jason was a young boy who accosted a Horde Trooper that was taking away the family horse, Whitey. The encounter was witnessed by Force Captain Adora.

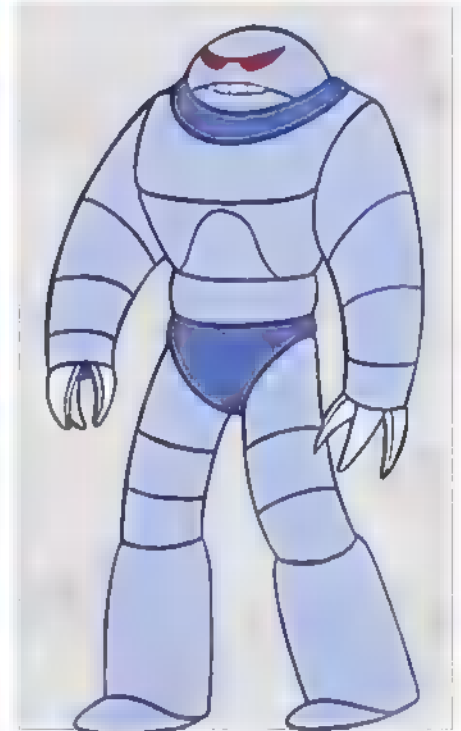
JASON (II)

Evil Horde

1985 US MOTU MAGAZINES

As a small child, Jason was found in the forest by Horde Troopers and taken to Hordak. Raised in the Fright Zone, he knew nothing of the outside world. Despite this, he was a kindhearted boy. She-Ra and Maia eventually helped him find his parents. Afterward, he renounced his allegiance to the Horde.

JAWBREAKER



Transforming hands into weapons

1983 FILMATION MOTU ANIMATED SERIES

Jawbreaker was the Slavemaster's hulking and dull-witted robotic henchman. He fetched workers for the Slavemaster's mining operations. Jawbreaker had a variety of weapons for capturing his prey.

JAYMAR

JAYMAR



1983 FILMATION MOTU ANIMATED SERIES

Jaymar was a villager tricked by Evil-Lyn into unleashing the Creeping Horak on the Royal Palace. He and his father, Old Zak, made amends by retrieving the Spellstone from Evil-Lyn. Jaymar was married to Bran.

JEREMY



1983 FILMATION MOTU ANIMATED SERIES

Jeremy was Prince Adam's spoiled, sullen, know-it-all cousin with a natural talent for causing trouble. During his stay at the Royal Palace, he offended everyone he met with his arrogance and rudeness. After unwittingly helping Evil-Lyn and Tri-Klops attack Castle Grayskull, he aided He-Man in saving the day. He learned the error of his ways and apologized for his behavior.

Uniquely, Jeremy could throw a Magneto-Boomerang with amazing accuracy.

AFFILIATIONS

Royal Family of Eternia

SPECIAL ABILITIES

Throwing a Magneto-Boomerang with accuracy

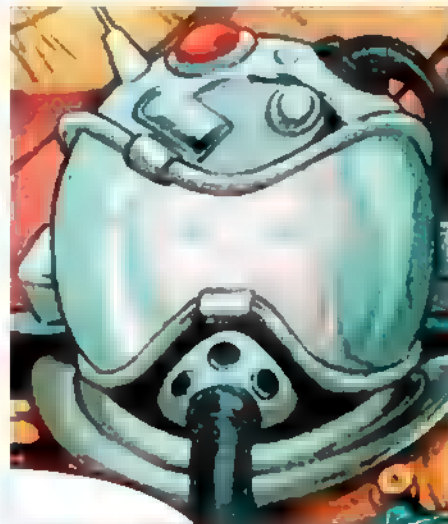
JED HANSEN



1983 FILMATION MOTU ANIMATED SERIES

A villager from Ruxtown, Jed Hansen was a large gentleman with long hair, dressed in peasant robes. He spoke with a great deal of purpose.

JET PAK



Defenders of Trolla

WEAPONRY

Blaster

SPECIAL ABILITIES

Flight

JEETA

1983 FILMATION MOTU ANIMATED SERIES

Jeeta was the kindhearted and soft-spoken wife of Jova. Like her husband and her daughter, Jade, she was bear-like in appearance.



2008 MOTU CLASSICS

Jet Pak defended the Temple of Power when He-Man and Skeletor were teleported to Trolla. He welcomed He-Man and flew him and the other defenders into battle against the Revenge Squad.

TRIVIA: Jet Pak's face was a nod to 1930s *Flash Gordon* serial actor Buster Crabbe.

JEWELSTAR

Hidden Beauty

OTHER NAMES

Devena

AFFILIATIONS

Star Sisters
Great Rebellion

WEAPONRY

Star wand

SPECIAL ABILITIES

Conjuring protective
jewel armor



1985 FILMATION POP ANIMATED SERIES

Very little was known about Jewelstar, one of the Star Sisters, alongside Starla and Tallstar. A quizzical, white-haired beauty, Jewelstar sported a glamorous costume that featured elements of a jewel.

1986 US POP MAGAZINES

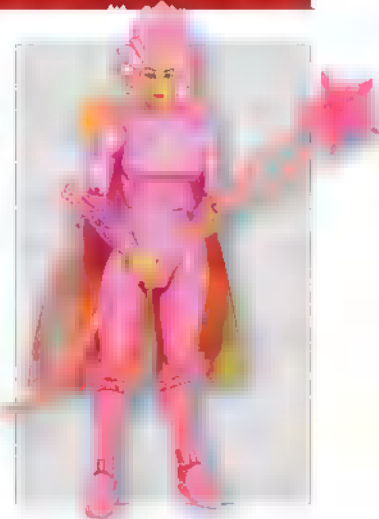
Jewelstar was one of the Star Sisters, alongside Tallstar and Starla. The US POP magazine revealed that she was the youngest Star Sister. She could transform herself into the shape of a glistening crystal and refract light to blind and confuse her enemies.

2008 MOTU CLASSICS

Devena, known as Jewelstar, and her sisters incurred the wrath of an evil sorceress jealous of their youth and beauty. The evil sorceress trapped them and their pet Glorybird in a shooting star and sent them hurtling across the universe.

Eventually, the sisters crashed on Etheria. She-Ra discovered them hidden beneath a layer of stone. When freed, the sisters joined the Great Rebellion out of gratitude. Jewelstar and her sisters eventually left Etheria with She-Ra to stop Hordak during the Second Ultimate Battleground on Eternia.

Jewelstar could conjure a protective armor of gems for herself.



SEE ALSO: FACTIONS ORGANIZATIONS
SPECIES & RACES STAR SISTERS

JITSU

Evil Master of Martial Arts

Chopper

Evil Warriors

Monster Warriors

Empire of the East

Demons of Evil

Metal hand

Katana

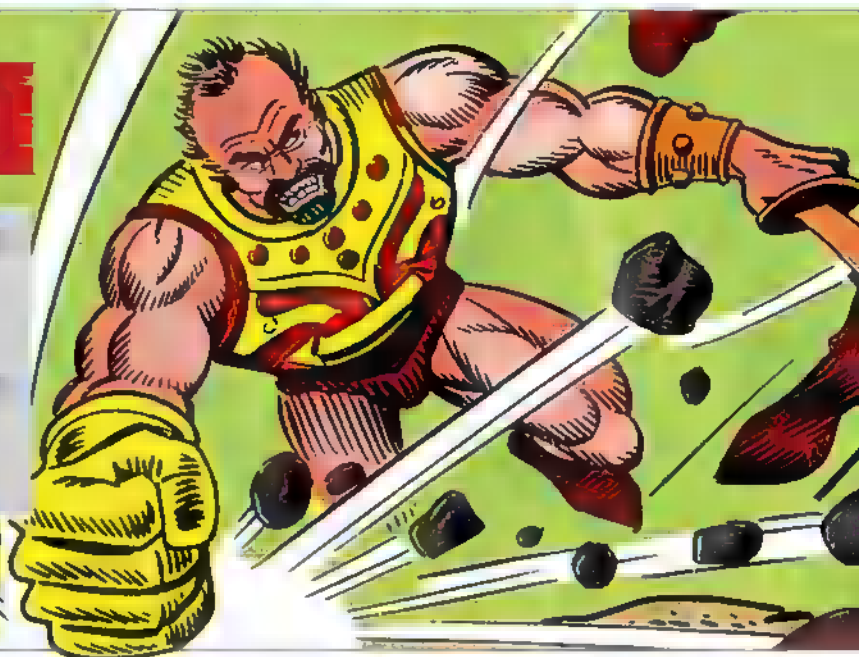
Longsword

Cybernetic gauntlet

Superhuman speed

Martial arts

Expert swordsmanship



1983 FILMATION MOTU ANIMATED SERIES

Appearing in only a single episode of the Filmation animated series, Jitsu was an obedient and nondescript henchman for Skeletor. He came out on the wrong end of a confrontation with Ram Man.

TRIVIA: Though unnamed in the episode, he was referred to as "Chopper" by Filmation.



1983 MOTU MINICOMICS

Portrayed as an expert martial artist in the minicomics, Jitsu delivered vicious karate chops to his enemies with his massive golden right hand. Jitsu was stealthy and enjoyed sneaking up on unwary opponents.

1983 GOLDEN MOTU BOOKS

The Golden books established Jitsu as Fisto's archnemesis, and he was frequently seen riding the cybernetic horse Night Stalker.

1984 GERMAN MOTU AUDIO PLAYS

The audio plays portrayed Jitsu as a samurai and karate master who could attack his enemies soundlessly. He boasted that he killed his enemies with his bare hands.



ambassador. His true mission was to discover if an invasion would be worthwhile. He was quickly approached by Skeletor, who offered to act as a consultant and ultimately convinced Jitsu to engage He-Man in a competition of strength. Jitsu could judo chop rocks with his right hand and knock down trees with his head. After having lost the competition against He-Man, Jitsu left Skeletor to search for a more reliable consultant.



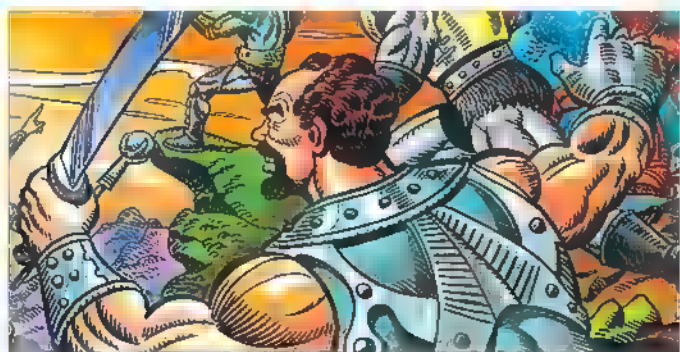
2008 MOTU CLASSICS

The Classics canon offered a new backstory. Jitsu was an intergalactic bandit serving time in the Prison Starr space station when the wizard Keldor freed him. Grateful, Jitsu swore allegiance to Keldor, an oath he kept even after the mage's transformation into Skeletor.

Jitsu's skill in battle made him vital to many of Skeletor's military campaigns against King Randor, but Jitsu's archnemesis, Fisto, gravely wounded him at the Battle for Gretori Bridge. The technical specialist Tri-Klops replaced Jitsu's damaged hand with a golden robotic gauntlet.

Jitsu remained in Skeletor's service until after the Second Ultimate Battleground. In the aftermath of Skeletor's departure from Eternia, Jitsu took possession of Snake Mountain and ruled Skeletor's former domain for many years, battling Randor's forces and the Cosmic Enforcer Strobo.

Much later in life, Jitsu was recruited by the Unnamed One in an attempt to obtain the Starseed. Even as an old man, Jitsu remained a formidable opponent for the Masters of the Universe in the Third Ultimate Battleground.



1984 GERMAN INTERPART-CONDOR MOTU COMICS

The Condor comics fleshed out Jitsu's character. A karate master, Jitsu came to the kingdom of Eternia from the Empire of the East as both a scout and

J'MILLA

J'MILLA



Beast Warriors
Beast Protectors

Leadership

1985 FILMATION POP ANIMATED SERIES

J'Milla was Tondy's father and leader of the Beast Warriors. He followed the traditions of his jungle tribe and often disagreed with his brother, Korg. After Korg sought out the Horde for aid, the brothers created a new tribe of Beast Protectors to care for the creatures of the jungle.

JODDER

Heroic Warriors

Scientific genius

1986 UK MOTU COMIC MAGAZINES

Jodder was a great Eternian scientist who turned his back on others to work in private on his experiments. Preferring to work from his cottage deep in the Howling Forest, he sought complete solitude and privacy, devoting himself to scientific endeavors for the betterment of humankind. Most notable were the serums he created to shrink and enlarge people. After having his work stolen twice by Skeletor's forces, he relocated to the city, where, among other things, he searched for a cure to Man-E-Faces' multiple personalities.



JOLLY KING

Magical Toymaker

Magically making toys

1986 UK POP COMIC MAGAZINES

The Jolly King, also known as the Magical Toymaker, was a loyal friend to children on Etheria. He would bring toys to them and spread joy and happiness every winter during the Season of Goodwill. He left a special scroll with Queen Angella that contained his own recipe for plum pudding that would fill everyone who feasted upon it with a portion of the Jolly King's happiness and generosity of spirit. His recipe came to symbolize the Season of Goodwill to the Etherians and was shared with the children every year.

JONNO



1983 FILMATION MOTU ANIMATED SERIES

Jonno, Chad's older brother, was a teenage boy who had received much praise. He was in line to receive King Randor's Boy of the Year Award and, as a result, had an inflated ego. After becoming disastrously addicted to Count Marzo's Black Nightmare drug, Jonno recognized the error of his ways and made amends.

JOR KING

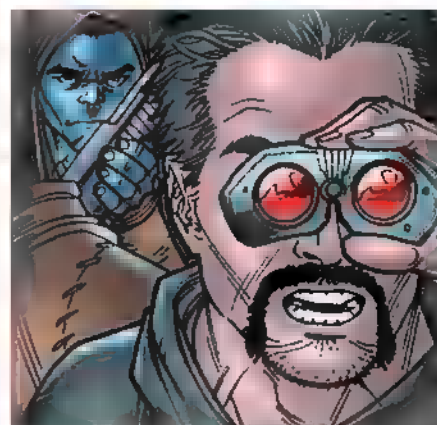


IMAGE COURTESY OF DC COMICS

Eternian Royal Guard

2012 DC MOTU COMICS

A member of the Eternian Royal Guard, Jor King conspired with Kronis, Nolar Blak, and Mik Sipo to steal gold from a caravan. He and his comrades were betrayed by fellow conspirator Nolar Blak. When faced by He-Man on the caravan, Jor was quick to shoot at the hero, while others fled.



IMAGE COURTESY OF DC COMICS

JOSH



Great Rebellion

1985 POP MINICOMICS

A member of the Great Rebellion, Josh was a handsome young man who greatly enjoyed woodland picnics with his friends.

JOVA

1983 FILMATION MOTU ANIMATED SERIES

Jova was the representative of a bear-like race of people who mined Bambite. He was husband to Jeeta and father to Jade. He stood bravely against Skeletor and incurred the Lord of Destruction's wrath.



JULIE WINSTON



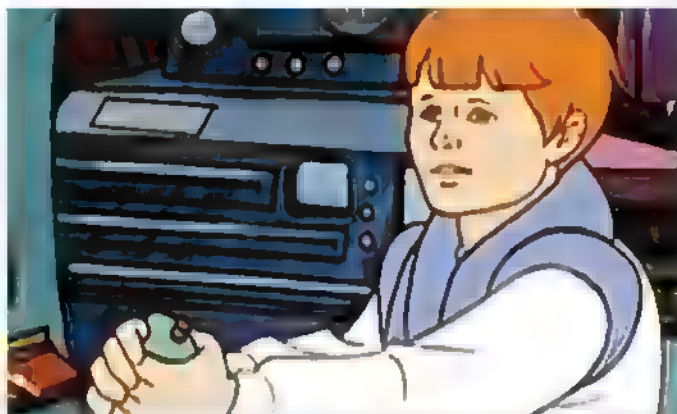
Earthlings

1987 MOTU FILM

Julie Winston, a California teenager, and her boyfriend, Kevin, had the misfortune to find the lost Cosmic Key at the Laurelwood Cemetery while visiting her parents' graves. After this discovery caused them to fall prey to Skeletor's evil forces, Julie aided the

Heroic Warriors in their quest to recover Gwildor's device and return them to Eternia. She heroically stepped in front of He-Man to protect him from Skeletor's magical assault. Julie fell sick from Skeletor's poison but was restored to health by the Sorceress when the Sorceress was freed from Skeletor's clutches. Gwildor sent Julie and Kevin back to Earth to a time before Julie's parents were killed. Upon her return to Earth, Julie was reunited with her parents and altered time to prevent their deaths.

JUSTIN



1983 FILMATION MOTU ANIMATED SERIES

The son of the Royal Historian, Hovar, Justin and his father were stationed on Selkie Island during a historical expedition. Justin was a brave young boy who helped his father defend their encampment against the many dangerous animals that inhabited the island. Though frightened by the threat from the animals, he was compassionate toward the creatures and refused to hurt them. Justin desired to be just like his father when he grew up.

KANDO

Widgets

Leadership



1983 FILMATION MOTU ANIMATED SERIES

The leader of the Widgets, the gruff and commanding Kando was brave and fearless. He could make decisions quickly and had the sense to know when he was out-matched. He supervised his fellow Widgets, ensuring they were ready to defend their heavily fortified fortress. He cared most for Squinch and Lara.

KARATTI

Bone Bashing Mutant

Laser axe

Stickel-Vat

Sword

Blaster

Power knife

Evil Mutants

Martial arts

Space Mutants

Unarmed combat

Superhuman strength



1984 UK WORLD MOTU ANNUALS

Karatti was a dull-witted Mutant from a desert region of Denebria whose fearsome karate blows made him a formidable opponent. Like most of the region's inhabitants, he was a cowardly fiend and would only attack those he knew to be weaker than himself.

One of Flogg's Mutant warriors, Karatti was one of the first to encounter He-Man. He was often partnered with his fellow Mutant Hoove. During the Mutant occupation of Primus, he was reported to have conquered the underwater city of Serus. Later, he was the only one to see through He-Man's disguise when he infiltrated the Mutant Mothership.

Never one to back down from a fight, Karatti was one of the Galactic Guardians' most powerful adversaries, proving to be nearly a match for He-Man. Though he was sometimes seen with a blaster, his preferred weapons were his own two hands, skilled as he was in martial arts.



1987 ITALIAN MAGIC BOY MAGAZINES

In Karatti's first appearance in the *Magic Boy* comics, he looked completely different than he did in any other media. He was a large, helmeted brute with red, silver, and blue armor. Karatti appeared to possess great strength. In later issues, Karatti's appearance was altered to more closely reflect that of his action figure. Karatti once

pretended to join a peaceful religious group in order to steal a powerful gem which could control a sea monster. He was a master of martial arts and, when he encountered Nocturna for the first time, announced, "Long have I wanted to measure my skills in karate with yours in kung fu."



1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES

Karatti was a skilled Mutant fighter who possessed a good deal of martial arts training. He once even knocked the Sword of Power from He-Man's

grasp during an encounter. Karatti displayed some degree of loyalty. When he noticed that a trooper didn't salute Flogg, Karatti demanded that the trooper show respect.

2008 MOTU CLASSICS

The Classics canon added little to the characterization. Stickel-Vat, better known as Karatti, had a desire for power and wealth that made it easy for Skeletor to recruit him in a mutiny against the Horde.



KARG

KARG

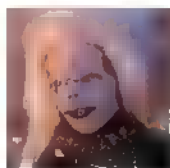
TITL

Mercenary

Evil Warriors

Hook

Stern leadership
Combat skills
Deductive reasoning



1987 MOTU FILM

Karg, under the authority of Skeletor, led a group of mercenaries to Earth to obtain the Cosmic Key prototype. A short and ghoulish half-man, half-bat creature,

Karg had a hook for a left hand, flowing white hair, and somewhat regal attire. Karg's air of stern authority rendered him an effective commander for Skeletor's soldiers, but when in the presence of either Skeletor or Evil-Lyn, Karg was a coward and lied feebly to cover his own failings. While apparently fiercely loyal to Skeletor, he retreated with Evil-Lyn when Skeletor's defeat was imminent.

1985 US MOTU MAGAZINE

Karg was a sinister Evil Warrior with a greenish pallor and a long mane of light hair. In place of a hand, a hook was attached to Karg's right arm. He was dressed entirely in black, which added an air of menace to his already ghastly appearance.



2008 MOTU CLASSICS

Karg served Skeletor as the twisted interrogator of Snake Mountain, where he creatively extracted information from his "guests." Karg was also a skilled bounty hunter, renowned for tracking his quarry with relentless determination. He developed a disturbing fascination with Lieutenant Andra, but was eventually defeated by her and sent to Prison Star.

KARIL



1983 FILMATION MOTU ANIMATED SERIES

Karil was a teenage girl with a romantic crush on He-Man. She theorized that he might have a secret identity, noting that he only ever showed up when there was trouble. Bright and excitable, she loved her boyfriend, Farin, very much, although her adoration of He-Man made him jealous.

KARN THE CONQUEROR

1986 UK MOTU COMIC MAGAZINES

Karn the Conqueror was an alien warlord who selected planets to invade across the universe based on the inhabitants' lack of intelligence, bravery, and logic, which limited their ability to offer resistance. His robot servant, Clartu, piloted a shuttle and scouted worlds for their suitability.

KARTAN

SPECI ABILITY

Mystical knowledge and wisdom
Transcendence of death



1986 MOTU NEWSPAPER STRIPS

Kartan was an ancient mystic and former ruler of Eternia who was referred to as both "Kartan the Terrible" and "Kartan the Magnificent." His underground tomb was located in the Far Westland of Eternia. In life, he commanded a nearly unstoppable army of Deathless Soldiers made of hard sand.

Although Kartan had died centuries before, he rose from his tomb in the presence of Prince Adam. Whether he was alive and merely resting within his tomb or was one of the undead was never made clear, but he was seemingly benevolent in nature and well aware that Prince Adam and He-Man were one and the same.

Kartan wore an elaborate tunic trimmed with geometric designs, along with an ornate crown.

KARYN

ABILITIES

Sorcery



1983 FILMATION MOTU ANIMATED SERIES

Karyn was the quiet, mild-mannered assistant of Mallek, the Wizard of Stone Mountain. Although reserved and unassuming, she possessed considerable magic abilities of her own. She secretly loved Mallek and was saddened by his failure to notice her affections due to his own unrequited love for Teela. Only when Mallek's life was threatened by the Spirit of Evil did she display the extent of her love for him. She offered her own soul in exchange for his, saving his life. Her own love for Mallek helped defeat the Spirit of Evil, and having discovered her love for him, Mallek finally returned her affections and the two began a relationship.

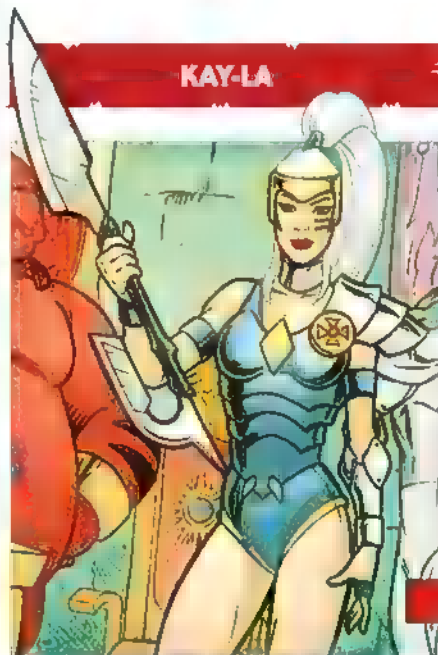
KATRIN



1986 MOTU NEWSPAPER STRIPS

Katrin was a brave little girl from the village of Nach'iman. She and a disguised Sorceress were captured by the villainous Faultmaster, who imprisoned Katrin in a stalagmite.

KAY-LA



FILIATIONS

Masters of the Universe

WEAPONRY

Double-bladed cudgel

2008 MOTU CLASSICS

Kay-La was a warrior serving King He-Man as a Master of the Universe. She answered his call to defend Eternia and Castle Grayskull when Despara and her army of Skelcons attacked. She was among those safely transported to the caverns of Tundaria after the Unnamed One attacked and destroyed Castle Grayskull. Later, she fought in the Third Ultimate Battleground against the army of the Unnamed One.

KAY-LO



1985 FILMATION POP ANIMATED SERIES

Patient and persistent, Kay-Lo pursued a friendship with the insufferable Prince Jol. Eventually, the two became the best of friends.

KAYO

Tatarus

Blaster
Missile launchersGalactic Guardians
People of PrimusPiloting
Knockout punch

1984 UK WORLD MOTU ANNUALS

From the underground city of Onnor in the Terra Region, Tatarus was among the strongest of the warriors who fought for Primus.

TRIVIA: In the 1990 World annual, the appearances of Tatarus and Vizar, two separate characters, were swapped.



1987 GERMAN EHAPA MOTU COMICS

Tatarus was portrayed as a strong warrior who was almost equal to He-Man in strength. As he and He-Man proved a force to be reckoned with when they combined their powers, Tatarus and He-Man often undertook dangerous missions together.

1989 HE-MAN MINICOMICS

Kayo was the tough-as-nails Galactic Guardian known for his fearsome knockout punch. He was also an excellent pilot and was generally seen navigating the Astrosub. Kayo wore a metal helmet with a grill of sorts on the front.

1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES

Kayo was one of the first recruits to the Galactic Guardians. He spoke gruffly and, while not particularly intelligent, was the most fearless of the Galactic Guardians. Kayo later joined the team of Galactic Guardians selected to compete in the Games. Kayo traveled with them to see the Blacksmith of Crelus, who—upon realizing they were the force of good he had foreseen in his atomic forge—agreed to build them new weapons to match those of the Mutants. Kayo was upgraded with a new shoulder-mounted missile launcher.



TRIVIA: Kayo's action figure was packaged as Tatarus in Europe, and all European media refer to him by this name.

KECLAR

Elders of Eternia

Sorcery



1986 UK TWINS OF POWER MAGAZINE

Keclar was the leader of the Elders of Eternia and one of the wisest and most powerful wizards on the planet. During the Snake Men's rule of Eternia, millennia before He-Man's time, Keclar and the Elders combined and concentrated their powers to defend the planet against the forces of evil.

Keclar obtained a powerful jeweled meteor from the skies above Eternia. Sensing the magic within the meteor, he used it to forge the twin Swords of Power and Protection and prophesied that two champions would one day emerge and use the swords to defend Eternia and Etheria.

He carved a gemstone from the jeweled rock and used it to build Castle Grayskull, a fortress where the Elders' power would be housed and protected. Under Keclar's leadership, the Elders freed Eternia from King Hiss's rule and banished the Snake Men to the Timeless Dimension. Keclar became legendary in Eternian history and, millennia later, aided the Sorceress in selecting Prince Adam as the recipient of the Sword of Power.

KEEBER

Great Rebellion

Leadership



1985 FILMATION POP ANIMATED SERIES

Keeber was a determined young man who wanted nothing more than to make the Horde pay for their actions. Although he was only a member of the Rebels for a brief period, Adora was so impressed with his dedication that she made him leader during her absence. It was revealed that he had been a victim of the Horde when they had imprisoned his father, Peck, six years earlier. He was eventually reunited with his father.

KEEPER

1983 FILMATION MOTU ANIMATED SERIES

The Keeper was a cruel man who captured alien creatures from other worlds on his spaceship, exhibiting them as part of a freak show. He enjoyed mocking them. When his prisoners were released, he pleaded for his life.



KEEPER OF TIME



1983 FILMATION MOTU ANIMATED SERIES

Residing in Hourglass Mountain, the Keeper of Time regulated the Sands of Time. As old as time itself, he had long white hair and a beard. He wore a blue robe and spoke in a deep voice.



KELDOR: SEE SKELETOR

IMAGE COURTESY OF DC COMICS

KETO

KETO

Strength
Energy absorption



1990 NEW ADVENTURES OF
HE-MAN ANIMATED SERIES

Keto was a large, rock-like alien who crashed into the underwater city of Serus on Primus. He planned to drain all the energy on Primus so that he and his people could continue their travels across the galaxy. He did not care that the people of Primus would be destroyed in the process.

In reality, his mission was to seek out other life forms and determine whether they posed a threat to his people. When He-Man offered to give Keto his sword if he left, Keto was impressed by his nobility and agreed to leave Primus in peace.

KEVIN CORRIGAN



Master Song Maker

Earthlings

Musician

1987 MOTU FILM

Kevin and his girlfriend, Julie, found the Cosmic Key prototype at the Laurelwood Cemetery while visiting Julie's parents' graves. A typical American teenager, Kevin had aspirations of a music career after high school. Kevin took Gwildor's device, thinking it was a new kind of musical synthesizer. Later, he was attacked in Julie's home by the Evil Warriors searching for the Cosmic Key.

Eventually, he joined Julie and the Eternians and assisted them in returning to Castle Grayskull. Playing an electronic keyboard to produce the tones needed to allow the damaged Cosmic Key to open a gate to Eternia, Kevin was instrumental in the liberation of Castle Grayskull. He was returned to Earth by Gwildor, to a time period before the death of Julie's parents. He tried to warn Julie, but she had already altered time and prevented her parents' deaths.

KING AHGO



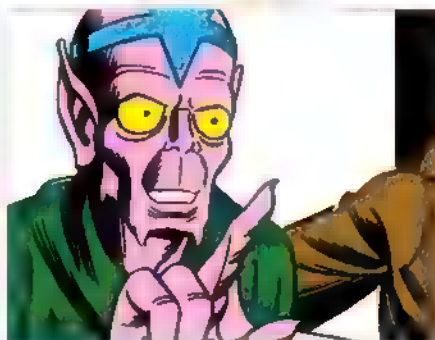
Trolls

Sorcery
Teleportation
Leadership

1985 FILMATION POP ANIMATED SERIES

King Ahgo was the ancient leader of the trolls of Spikeheart, a strong and powerful mage and a pillar of wisdom and experience. He remembered fondly the days before the Horde invasion, when he and his subjects were free to roam the land. He could recall age-old events in Eternia's past and used his knowledge to aid the Great Rebellion.

KING ALTRON



King of Dimension X

1985 MOTU MAGAZINES

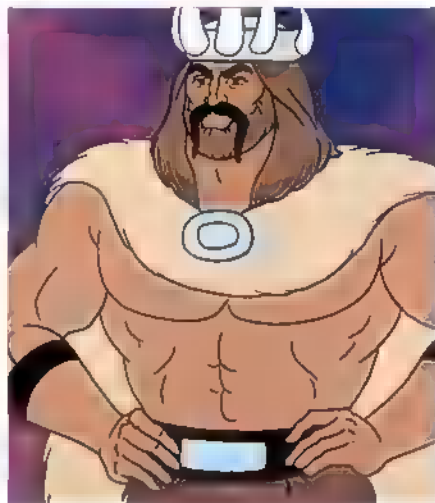
King Altron was the ancient ruler of Dimension X. He was an alien-looking being with pink skin and a green robe. He wore a headband-like crown on his head. Altron heeded the urging of his counselor, Zang, and captured He-Man and Skeletor. King Altron forced them to do battle so that he might witness the ultimate battle between good and evil.

KING ARCHIBALD

1983 FILMATION MOTU ANIMATED SERIES

A ruler at some point in the past and possibly from another realm, King Archibald was overthrown by the combined efforts of Skeletor and Monteeq.

KING BARBO



King of the Dark Moon

1983 FILMATION MOTU ANIMATED SERIES

King Barbo ruled over the people of Eternia's poverty-stricken Dark Moon. Barbaric and hostile, he was tricked by Skeletor into declaring war on the people of the Bright Moon, believing that their leader, Professor Orion, had attacked his kingdom. King Barbo halted his attack on the Bright Moon out of respect for Prince Adam when the latter persuaded him to reconsider his decision. After Skeletor's scheme was exposed, King Barbo formed a new treaty of friendship with Professor Orion and the Bright Moon.

KING BLOWER

Control and manipulation of
wind power

1986 UK POP
COMIC MAGAZINES

From within a gigantic ice cavern, King Blower ruled the Blower People, a race of miniature whirlwind beings from another dimension.



KING BOREAS

Hypnosis



1983 FILMATION MOTU
ANIMATED SERIES

King Boreas was the courageous and good-natured ruler of the ice kingdom of Morainia.

He was keen to help the other kingdoms on Eternia. He was the father of Prince Esker and Princess Janice and an old friend of King Randor. When he was captured, King Boreas wanted his people to carry on without him, but fortunately he was rescued by He-Man and returned to his kingdom's throne. He possessed powers of hypnosis and used these to hypnotize Beast Man and Trap Jaw when they attempted to attack him.

KING CHOODLAH

Heroic King of the Kulataks
Kulatak Elder

K'Rudulak Chuboola

Eternian Council
Masters of the Universe
Kulataks

Staff

Wisdom
Strength

2002 MIKE YOUNG PRODUCTIONS MOTU
ANIMATED SERIES

The Kulatak Elder was the leader of the Kulataks, a yeti-like race who lived in the Ice Mountains in their village, Stilia. Though wary of trespassers, he was wise. Like all Kulataks, he could walk on all fours and had sharp claws and fangs. He joined King Randor's Eternian Council, arriving with a large delegation.

2008 MOTU CLASSICS

K'Rudulak Chuboola, sometimes called Chooblah, was the wise king of the peace-loving Kulataks,

■ large, wolf-like people once thought to be mythical. He fought in the Second Ultimate Battleground with three battalions of his Kulatak warriors against the combined forces of the Snake Men and the Horde.



KING CONBAR

King of the White City of Menod



1984 UK WORLD
MOTU ANNUALS

King Conbar was the jolly monarch of the beautiful White City of Menod on Eternia. He wore a cloak made of fine silks and ruled from the Palace of Menod.

KING DANTON

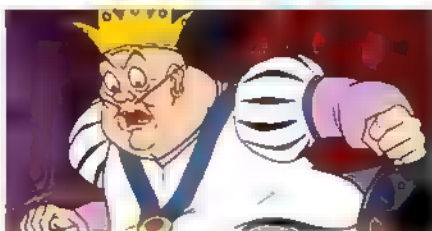


King of the Isle of Tears

1983 FILMATION MOTU ANIMATED SERIES

Ruler of the Isle of Tears, King Danton spent many years imprisoned by the monstrous Gorgon and dressed in tattered clothes. He was a patient man and longed for the day when Gorgon's rule would come to an end. When Gorgon was defeated, he resumed his rule over the Isle of Tears.

KING DARKSPUR



King of the Hinderlands

1985 FILMATION POP ANIMATED SERIES

King Darkspur was a grotesque ruler of the Hinderlands and a menace to his fellow Etherians. He was deeply attracted to Glimmer and demanded her hand in marriage. He even tried to kidnap her when she rejected him.

KING DUPLIS



King of Erelandia

1985 FILMATION POP ANIMATED SERIES

King Duplis ruled Erelandia, a kingdom that begrudgingly aided the Horde. When his son, Prince Hazar, was taken to the Mines of Mondor, he sought out the Great Rebellion for aid. He vowed to cease any aid to the Horde. Initially, he went back on his word to the Rebels, but eventually he made good on his promise.

KING ELDEN

King of Eternia
Elden the Wise

1985 FILMATION POP ANIMATED SERIES

King Elden the Wise ruled Eternia at some point prior to King Randor's reign. He was succeeded by King Valnar.

KING FREENORN

King of Eternia
Freenorn the Strong

1985 FILMATION POP ANIMATED SERIES

King Freenorn the Strong ruled Eternia at some point prior to King Randor's reign. He was preceded by King Valnar.

KING GRAYSKULL

KING GRAYSKULL

Heroic Ancestor of He-Man

NAME
D'Vann Grayskull

AFFILIATION
King Grayskull's Masters of the Universe

WEAPON
Sword of Power
Sword of He
Battle Axe

ABILITIES
Superhuman strength
Superhuman agility



2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES

Prince Adam's distant ancestor King Grayskull ruled from Castle Grayskull with his queen, Veena, in Eternia's ancient past. He used his immense strength and pure heart to fight for a peaceful Eternia, free from bloodshed.

He battled with eight royal warriors at his side. He lost his sword in Castle Grayskull's moat during a battle with the Snake Men before they were defeated by Hordak and the Horde army. Astride a giant lion in search of the power to defeat Hordak, he was aided by the Oracle of Zalesia. The Oracle returned King Grayskull's sword to him and told him that he wielded great power. The wizard also warned King Grayskull that he would not survive the battle with Hordak.

In his final hour, King Grayskull defended Castle Grayskull against the Evil Horde army, trampling waves of Horde Troopers atop his lion mount. When King Grayskull and Hordak finally met on the battleground, the hero summoned the great power residing within him to destroy Hordak's body, but not before the villain dealt him a fatal blow. Grayskull used his sword to imprison the Horde within Despondos, an act which scarred the land around Castle Grayskull.

After the battle, a dying King Grayskull infused his spirit in the sword and gifted his warriors with the power to rule Eternia with wisdom and kindness in his stead. He swore that if Eternia needed a champion, a hero of his blood would rise to answer the call. A statue was built in King Grayskull's honor in a hidden chamber deep inside the castle.

2006 MOTU CLASSICS

The Classics created new details about the life and times of King Grayskull, changing the time frame to five thousand years in the past. Born D'Vann, he grew up on Preternia under the tyranny of King Hssss until the Snake Men captured and devoured his brother. Seeking justice, D'Vann became a rebel leader, and his bravery attracted support from all over Preternia. The Green Tiger Tribe, in thanks for D'Vann's defense of their home from marauding Gar pirates, gave him a liger cub who grew into his fierce riding mount, Battle



Lion. In time, D'Vann Grayskull was named king for his wisdom, courage, strength, and compassion. With his wife Veena, he ruled over a vast nation, advised by his Council of Elders.

During the Great Wars, King Grayskull befriended the cosmic warrior He-Ro, who wielded the Sword of He. When Hordak invaded Preternia in search of He-Ro, King Grayskull fought a war on two fronts against the Horde and the Snake Men until the armies declared a truce and built the Three Towers. For a short time, there was peace, but the Horde betrayed the others and reignited the war. King Grayskull and his Masters of the Universe fought the Horde and the Snake Men in the First Ultimate Battleground, during which He-Ro sacrificed himself to save Grayskull and gave him the Sword of He, judging him worthy of the power.

Some time later, King Grayskull banished the Horde to Despondos, but Hordak inflicted dark magic upon him which eventually claimed his life. Before he died, King Grayskull passed his power into the Sword of He so that only his worthy descendant could wield its full power by calling on his name.



IMAGE COURTESY OF DC COMICS

2012 DC MOTU COMICS

With its own variation on the character, the 2012 DC series established that King Grayskull had forged the Sword of Power in the fires of the Starseed deep inside Castle Grayskull a little over one thousand years ago. Knowing how dangerous the Sword of Power could be, he also forged the Sword of Protection to temper the might of the Sword of Power should it fall into the wrong hands. His wife Veena, an Oracle of Zoar, foretold of a future conflict between two of Grayskull's own heirs.

King Grayskull succeeded in destroying Hordak and banishing the Horde to Despondos. During the celebration, the Gar betrayed King Grayskull and destroyed his kingdom. Before he could react, Grayskull was drugged and assassinated by his trusted Gar servant, Saryn, using a cursed blade from a disguised King Hssss.

KING GRUFF

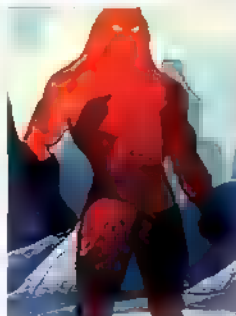
King of Greenvale



1985 FILMATION POP ANIMATED SERIES

King Gruff ruled Greenvale, a small kingdom under the protection of Castaspella. He was rabbit-like and peaceful,

with little understanding of war.



KING HELIOS

King of the Fire People

Sword

Fire People

Leadership

1983 FILMATION MOTU ANIMATED SERIES

King Helios ruled the Fire People, a peaceful race of living-flame beings. Helios's entire body looked like it was composed of reddish living flame. He was hotheaded and would not listen to reason, making rash decisions when he felt his people had been wronged.

KING HISS

Dreadful Disguised Leader
of the Snake Men
King of the Snake Men
Viper Lord

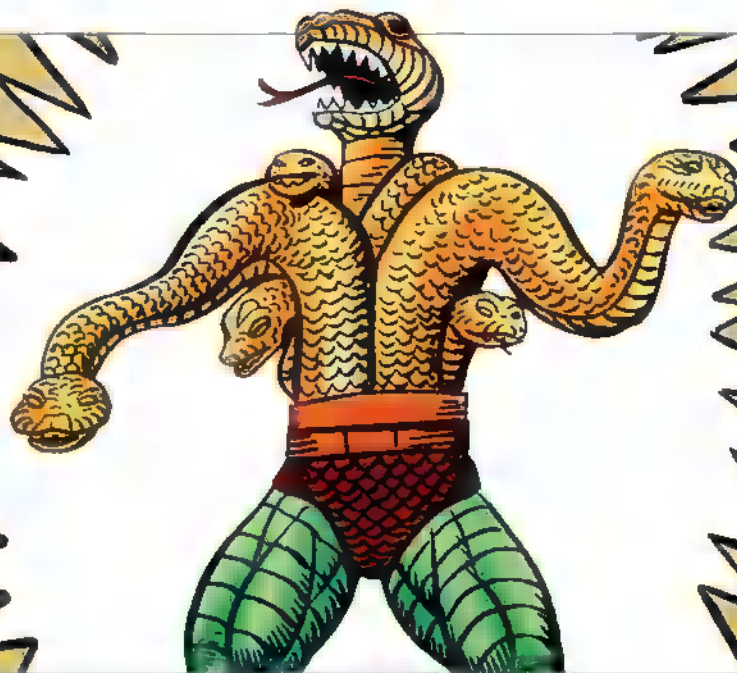
King Hssss
Hssss of the Viper House

Transforming from human
to writhing mass of snakes
Hypnosis

Snake Men
Monster Warriors
Clan of the Viper

Snake staff
Amulet of Serpos
Shield of Ka

Sorcery
Control over thunder lizards
Superhuman strength



1983 MOTU MINICOMICS

An ancient wizard and leader of the Snake Men, King Hiss had once been an intergalactic conqueror whose empire had spread throughout the universe. Eons before the time of He-Man, King Hiss terrorized Preternia from his stronghold in Snake Mountain. He battled the ancient warrior-wizard He-Ro and served the Unnamed One. King Hiss was defeated when the Council of Elders banished him and his army to a dimensional Void beneath Snake Mountain.

In He-Man's time, Skeletor inadvertently set King Hiss free when he discovered the pool of power beneath Snake Mountain. King Hiss then tried to free his army from the Void but only managed to summon Rattlor and Tung Lashor, who were working for the Horde at the time. Later, when King Hiss entered Viper Tower, he was able to summon more Snake Men to join his ranks. King

Hiss formed an uneasy alliance with Skeletor, each intending to betray the other once they'd vanquished their mutual enemies.

Though usually appearing as a heroic-looking man, King Hiss's human guise could melt away to reveal a mass of writhing snakes in humanoid form. In addition to his magic, he had a hypnotic gaze to mesmerize his foes.

King Hiss displayed hostile feelings toward Hordak which dated back to ancient times. Upon learning that Rattlor and Tung Lashor had joined the Horde, Hiss remarked, "The Evil Horde still exists? And you dared to serve Hordak?"



1984 GERMAN MOTU AUDIO PLAYS

In a special take on King Hiss, the German audio plays established that he, alongside his Snake Men, had spread fear to many planets throughout the universe. Accepting an invitation from Skeletor and Hordak, he arrived on Eternia. His human disguise was extremely effective, allowing him to trick Snout Spout and Extendar into thinking Skeletor was Eternia's hero. He was absolutely loyal to Skeletor and eager to follow his orders.

1986 MARVEL STAR MOTU COMICS

King Hiss and his fellow Snake Men had been imprisoned in a tomb beneath Snake Mountain. When Skeletor freed him, he reluctantly allied himself with the Evil Warriors until, after a defeat in battle, he fled, terminating his allegiance with Skeletor.

1986 MOTU NEWSPAPER STRIPS

In contrast to the minicomics, King Hiss was freed from his tomb deep within Snake Mountain when Skeletor broke the guardian falcon seal. Combining his magic with Skeletor's, King Hiss



KING HISS

unleashed the world destroyer Sarcedon, the enormous serpent coiled around Snake Mountain.

After Sarcedon was defeated, King Hiss was placed back into suspended animation by He-Man and the Sorceress using the power of the guardian falcon.

TRIVIA: King Hiss's snake form was very different — the newspaper strip. He wore a red cape and possessed a single snake head, much like the other Snake Men.



1986 UK MOTU COMIC MAGAZINES

In the UK comics, Skeletor attempted to seize the power of the Snake Men. He inadvertently returned King Hiss to Eternia from his imprisonment in the Timeless Dimension. Hiss proceeded to reestablish the Clan of the Viper and, with the Eyes of the Serpent, raised Viper Tower, his old command center.

In his human disguise, King Hiss would often fool people into thinking he was a Heroic Warrior, and on one occasion he tricked some ordinary

Eternians into passing false information about the Snake Men to the heroes, leading them into a trap.

1987 GERMAN EHAPA MOTU COMICS

In the Ehapa comics, King Hiss's human guise was a sort of a skin shell which he would shed to reveal his true snake form. He could use sorcery to transform roots into snakes. He would bolster his forces by occasionally teaming up with Skeletor's forces or the Horde.



2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES

Though it largely followed in the footsteps of earlier portrayals of King Hiss, the MYP series made significant changes to the character and added new details. Now dubbed "King Hssss" and sporting an Egyptian pharaoh motif, the King of the Snake Men commanded a massive and loyal army. Though he used his staff for his sorcery, he did not always require it, especially while in his snake form. Among his powers were the abilities to project magical blasts



and conjure visions of the past. Like other Snake Men, he could survive a fall into lava by shedding his skin. King Hssss could also eat his victims whole by swallowing them, even large ones like Caligars. He was eventually defeated by Zadak, who swore vengeance against Hssss and all Snake Men after King Hssss devoured Zadak's brother.

2008 MOTU CLASSICS

The Classics canon provided a complex backstory for King Hssss. Hssss of the Viper House, initially a mere servant, and the Snake Men were created when the Unnamed One magically spliced DNA from three different reptilian races. The Unnamed One sent his new creations, led by King Hssss, to Eternia to steal its magical secrets. Hssss conquered the planet and successfully ruled for three hundred years, until his troops murdered the brother of a young Eternian, D'Vann Grayskull. Swearing to bring justice back to Eternia, Grayskull took up arms against the Snake Men, building a rebellion that eventually became a kingdom.

Sometime after the invasion of the Horde, the armies of King Hssss, King Grayskull, and Hordak called a truce and built the Three Towers. Hordak's betrayal, which resulted in the First Ultimate Battleground, left King Hssss vulnerable. Zadak and the Council of Elders cast the Snake Men into the Void, where they remained trapped for five thousand years.

During his exile in the Void, King Hssss used the Staff of Ka to invoke the power of eldritch deities and transform himself into a serpentine demigod. Fearing Hssss would breach the Void, the Council of Elders called upon He-Ra to retrieve the staff, which she succeeded in doing. Without the staff, Hssss's few strands of "loathsome" human DNA reasserted themselves and returned him to a slightly altered version of his human form.

When King Hssss and his army were finally freed by Kobra Khan and Evil-Lyn, they found He-Man and the Masters of the Universe already fighting Skeletor and his forces for control of Eternia and the secrets hidden within Castle Grayskull. Setting his sights on the same prize, Hssss relied heavily on Khan's knowledge of present-day Eternia and launched an assault on Eternia with Serpos. After poisoning the Sorceress with his venom, Hssss was defeated and decapitated by Zadak. Kept alive by dark magic, Hssss regenerated and retreated to Serpos's ruined temple in Subtania.

While underground, Hssss resurrected Megator as a zombie and used the Serpent's Ring to transform Man-At-Arms and Mekaneck





into Snake Men. With his ranks bolstered, Hssss returned to the surface to find Skeletor on the throne and fighting Hordak for dominance.

Obtaining Skeletor's powerful Havoc Staff, King Hssss joined the Horde to fight the combined forces of the Masters of the Universe and Skeletor's Evil Warriors. Hssss was killed when Orko successfully cast the Spell of Separation, essentially destroying the entire race of Snake Men.

King Hssss was briefly resurrected by the Unnamed One fifteen years after his death. After Hssss revealed that the Tablet of Separation had been the key to his defeat, the Unnamed One destroyed him as punishment for his failure.

2012 DC MOTU COMICS

The 2012 DC comics differed somewhat from earlier depictions of King Hssss. Hssss and his Snake Men were the original life forms on Eternia, the first planet of the universe. Hssss was banished to the Ring of Death in Subternia when he attempted to steal the power of the Goddess, whom the Snake Men worshiped as Serpos. It was unknown when he escaped or for how long he roamed Eternia. His primary objective was to resurrect and return his people to Eternia as conquerors and resume his rule. King Hssss had the ability to consume an individual from the inside and wear their skin. It was revealed that he caused the Gar betrayal that led to King Grayskull's death. He also at some point consumed King Randor and wore his skin. He later began to consume Prince Adam and even controlled him for a period of time. Prince Adam's spirit rejected King Hssss, who was forcibly torn out of the dying prince's body. Adam killed Hssss, but not before Hssss magically caused the death of the entire race of Snake Men.

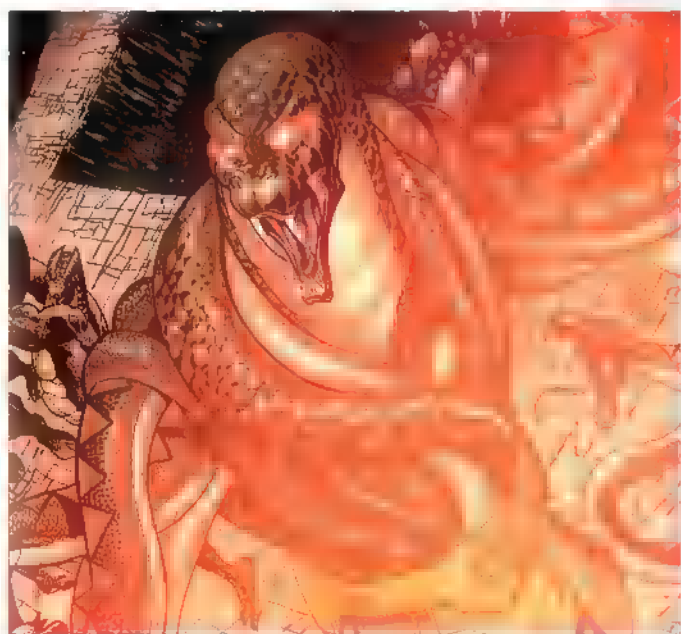


IMAGE COURTESY OF DC COMICS

KING JARED

1985 FILMATION POP ANIMATED SERIES

Once the ruler of Etheria, King Jared had listened to the secrets of the Whispering Woods, learning wisdom and magic. He taught the Singing River how to sing, showed the Growling Sea how to roar, and was Etheria's first Bowman. The Crown of Knowledge, an artifact in his castle at the Kingdom of Dark Edge, was said to have given Etherians a thirst for knowledge.

KING MERSIA



King of the Salineans

Transformation of tail into legs and back

1985 FILMATION POP ANIMATED SERIES

King Mersia ruled the underwater kingdom of Salineas and was Mermista's father. Though proud and honorable, he preferred to avoid any dealings with the world above, mistrusting outsiders. Protective of his people, he always acted with caution. Long ago, he had struck a deal with the Horde, promising not to interfere in Horde affairs in exchange for his kingdom's peace.

KING MICAH



King of Bright Moon

Skilled piloting
Leadership

1985 FILMATION POP ANIMATED SERIES

The reigning monarch of Bright Moon, King Micah left Etheria to fight the Horde shortly after their invasion. He was captured and held prisoner on Horde World for many years before escaping and reuniting with his daughter Glimmer and wife Queen Angella. After visiting them only briefly, he returned to the battle. King Micah was a passionate and courageous leader who sought to free his world from the Horde.

KING MIRO

KING MIRO

King of Eternia

Royal Family of Eternia

Captain Miro

Leadership

FOR THE RULER OF ETERNIA IN HE-MAN'S TIME,
SEE KING RANDOR

1983 FILMATION MOTU ANIMATED SERIES

King Miro was King Randor's father and Prince Adam's grandfather. He disappeared during a battle with the Enchantress, and Randor assumed the throne. Much later, his golden wristlet, which bore the royal crest engraved upon it, led to the discovery that he was imprisoned on Lost Mountain. After being freed, Miro decided to spend the rest of his days traveling Eternia and learning about what had changed in his absence.

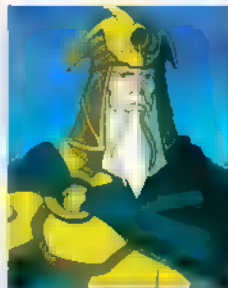


1985 FILMATION POP ANIMATED SERIES

When he learned of his granddaughter Adora's reappearance, King Miro was eager to journey to Etheria to meet her. He wound up in a whirlwind battle with the Evil Horde, who were at the time attempting to encase the Whispering Woods in a dome. When King Miro confronted Hordak, the leader of the Horde remembered his name.

2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES

Unlike in the Filmation animated series, Miro was Captain of the Guard for the ruling Council of Elders in the MYP series. He defended the Hall of Wisdom



from Count Marzo and, under the Council's orders, exiled him to the Dark Hemisphere. His son, Randor, followed in his footsteps as Captain of the Guard.

2008 MOTU CLASSICS

The Classics provided additional, and in some cases different, details of King Miro's life. Father to Princes Randor and Keldor, Miro embraced Keldor as one of his heirs, despite his half-Gar heritage. During the Great Unrest, Count Marzo was defeated but managed to cast a spell that

banished Miro to Despondos.

When Skeletor duplicated the spell and banished King Randor to Despondos years later, Randor and Miro were reunited. They returned to Eternia, fulfilling Eldor's prophecy foretelling the Second Ultimate Battleground. Miro and his son led an army made up of many Eternian races and helped to turn the tide of the battle.



2012 DC MOTU COMICS

Blending some elements from earlier canons, the 2012 DC comics established that King Miro's ship crashed onto the shores of Anwat Gar, and his life was saved by a Gar woman named Saryn. While on the island, he fathered an illegitimate son, Keldor, with her. Miro brought the baby with him back to Eternos, and Saryn asked that Keldor be brought back to the island when he was of age, a request which Miro never fulfilled. While raising Keldor, he favored his second son, Randor, as the true successor to the throne.

KING MOLA

1985 UK WORLD POP ANNUALS

King Mola was the ruler of Tine City on Etheria.

KING OF THE LION PEOPLE



Lion People

Technician

1985 UK WORLD POP ANNUALS

Ruler of a lion-like humanoid species, the purple-furred King and his Lion People were abandoned on a small planet that they converted into a spaceship. He traveled to Etheria with plans to steal Etheria's atmosphere to save his people.

Castaspella filled their atmosphere tanks with enough air to allow them to travel back to their home world.

KING OGER

1984 UK WORLD MOTU ANNUALS

King Oger ruled a kingdom in the Snow Mountains. His son, Prince Makin, was kidnapped by Evil-Lyn in an attempt to lure He-Man into the mountains.

KING PAW



King of the Cat Folk

Cat Folk

1983 FILMATION MOTU ANIMATED SERIES

King Paw ruled the Cat Folk who dwelled within the Vine Jungle. Gruff and catlike, he had a voracious appetite and very little patience.

KING PYTHOS



King of the Reptons

Reptons

1983 FILMATION MOTU ANIMATED SERIES

The goodhearted ruler of the Reptons, King Pythos gave Kobra Khan the benefit of the doubt when he claimed to have changed his evil ways. He dressed regally with a jewel-encrusted crown and carried a scepter. He learned soon enough of his mistake in judgment.

KING RANDOR

Heroic Ruler of Eternia
King of Eternia

Prince Randor
Captain Randor
Randor of the House of Miro
King Miro

Heroic Warriors
Royal Family of Eternia

Sword
Scepter
Spear
Battle axe

Leadership

Masters of the Universe



1982 DC MOTU MINICOMICS

In the second wave of early MOTU minicomics, a central Eternian kingdom was ruled by a wise and elderly, white-haired king and queen. The king tasked the Heroic Warriors with important missions and often threw feasts for them at the Palace of Eternia.

TRIVIA: In these early minicomics, King Randor was unnamed.

compassion, and reason. For this, he was universally revered for his fairness and goodness and loved by his people.

1983 MOTU MINICOMICS

The later minicomics established that Randor had a brother, Keldor, who had gone missing many years before. Though older than the Heroic Warriors who reported to him, he could competently hold his own in battle.



TRIVIA: Randor's appearance varied greatly throughout the MOTU minicomics, ranging from an elderly, white-haired gentleman to something more like his Filmmation depiction. His hair color changed most frequently, sometimes brown or white, or even pink.

1982 DC MOTU COMICS

In the DC MOTU comics, the elderly King Randor's patience was thoroughly tested by the antics of his son, Prince Adam, whom he considered a buffoon. He rebuked his wife, Queen Marlena, for defending the prince's actions, and considered He-Man a more worthy heir to the throne.



1983 FILMATION MOTU ANIMATED SERIES

King Randor assumed the throne at a young age, following the disappearance of his father, King Miro. Though it was occasionally implied that he ruled over the planet, it was more strongly established that he ruled a large territory from the city of Eternos and that many other kingdoms existed outside his domain.

King Randor would witness the arrival of Earthling astronaut Marlena Glenn when her ship crash-landed on Eternia. He recovered her safely from the wreckage, and the pair soon fell in love. They married and had twins, Adam and Adora, but their daughter was kidnapped by the Evil Horde.

Randor trusted Man-At-Arms as both his friend and his closest ally. Whenever the kingdom was in danger, it was often Man-At-Arms to whom he turned for advice and help.

King Randor loved Prince Adam but often found faults in his son, who did not seem eager to take on his prestigious birthright. King Randor's greatest power was his ability to govern the kingdom with wisdom,



1983 KID STUFF MOTU RECORDS

In contrast to most other canons, King Randor and Queen Marlena ruled Eternia from a castle within the Evergreen Forest, rather than a palace.

1984 UK WORLD MOTU ANNUALS

In contrast to other media, King Randor called meetings of his Star Council when trouble arose in his kingdom. Family relations were expanded to include his cousin, Queen Amaza, and another cousin, King Sullei.

TRIVIA: Oddly, the UK World MOTU annuals first referred to the character as "King Miro" before settling on Randor. Miro was established in several other canons as being King Randor's father.

1984 GERMAN MOTU AUDIO PLAYS

Though largely consistent with other canons, the German audio plays portrayed King Randor as no warrior, relying on He-Man to defend the kingdom. Though Marlena kept reminding him of the doctor's instruction to take care of his stomach, he enjoyed a good meal.

KING RANDOR

1984 GERMAN INTERPART-CONDOR MOTU COMICS

Never referred to by name in the Interpart-Condor comics, the King of Eternia could be rather stern toward the guards and the Masters. This was particularly evident when his son was kidnapped by Webster.

**1986 MARVEL STAR MOTU COMICS**

The Marvel Star comics depicted an unseen side of King Randor's character. Considering himself a mere figurehead and growing jealous of He-Man's status as the hero of Eternia, Randor wanted to become an active Heroic Warrior once more. Though he defeated Faker and others, the effort left him exhausted. King Randor decided it was best to leave the fighting to the younger heroes.

**1986 MOTU NEWSPAPER STRIPS**

The newspaper strips elaborated on Randor's position, establishing him as High King. In this role, he directly ruled over Eternos, and though there were many other kingdoms, all other kings presumably answered to him. He frequently sent envoys on diplomatic missions throughout Eternia and discussed the political landscape with other members of his court.

**1987 GERMAN EHAPA MOTU COMICS**

In the Ehapa comics, King Randor was the legitimate monarch of Eternia. Along with his wife, Queen Marlena, he ruled justly from the Royal Palace and wanted the people of Eternia to live in freedom and remain unharmed. Randor was not aware that Prince Adam and He-Man were one and the same, and thus he believed that his son was lazy. Often, though, the king showed his trust by discussing important matters with Adam. Not fighting himself, King Randor nonetheless always supported the Heroic Defenders in their never-ending battle against the Demons of Evil.

**2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES**

In contrast to earlier depictions, Randor was captain of Eternia's defending forces. He battled the evil warlord Keldor (to whom no familial relationship was established in this canon) within the Hall of Wisdom and deflected an acid vial back at Keldor, causing the injury which eventually led to Keldor becoming Skeletor. He was unceremoniously crowned King of Eternia by the Council of Elders before their disappearance.

Trained by Dekker, Randor was a skilled swordsman. He also established himself as a diplomat by forming many treaties and alliances with the leaders of other groups throughout Eternia's Light Hemisphere. He later brought them together to form the Council of Eternia.

**2008 MOTU CLASSICS**

The Classics canon provided a number of new details about Randor's life while drawing heavily from earlier incarnations. Randor was King Miro's second son at the start of the Great Unrest. While Randor and his half brother Keldor fought bravely alongside their father, they could not stop Marzo from banishing Miro into Despondos. Though Keldor should have inherited the throne, public distrust for his Gar heritage and suspicion surrounding the death of the princes' mother led to Keldor's banishment. For a time, Randor served the Council of Elders as the captain of their guard rather than claim the throne.

After a failed attempt by Keldor to seize power, Randor ordered the construction of the Mystic Wall, bringing an end to the Great Unrest. Impressed with his leadership and skills, the Council of Elders appointed Randor as the new King of Eternia.

After Randor had ruled for many years, Skeletor banished him to Despondos. There, Randor and Miro were reunited and eventually returned to Eternia, fulfilling the wizard Eldor's prophecy that returning kings would precede the next Ultimate Battleground. The kings led the people of Eternia and the Masters of the Universe into the final conflict with the Horde and Snake Men, procuring peace, for a time.

King Randor ruled Eternia for many years after his son and daughter, whom he now knew to be He-Man and She-Ra, continued the battle against evil among the stars. His passing brought He-Man back to Eternia to assume his place as the rightful king.

2012 DC MOTU COMICS

Mostly consistent with earlier portrayals, especially those put forth by the MYP and Classics canons, the 2012 DC comics added their take on the character. When Randor was a prince, he was captain of the Eternian Guard. During a mission to stop a Leech undead-virus outbreak, Randor had to cut off a village to stop the virus from spreading. Unable to cure the infected villagers, he essentially left them to die in order to save the realm. He learned a hard lesson about being a ruler and never spoke of the event to anyone. He remained haunted by the incident.

At some unknown point, King Randor was consumed by King Hssss, who then used his skin to impersonate the good king.

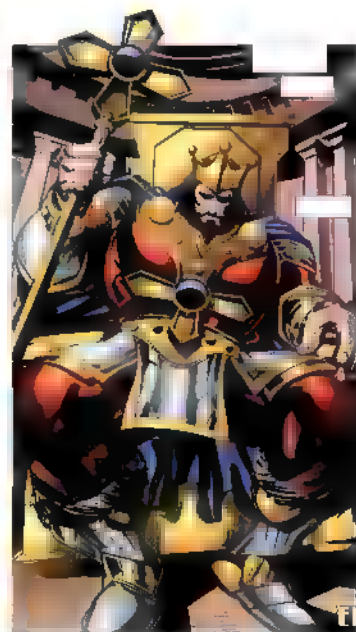


IMAGE COURTESY OF DC COMICS

KING RARK

King of the Wuglies



1986 UK POP COMIC MAGAZINES
King Rark ruled over the troll-like Wuglies of the Wugly Warrens, situated beneath a huge mountain in the Kingdom of Snows.

KING SALLAS



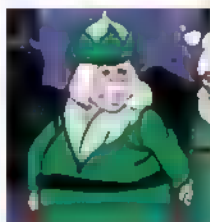
King of Sallasia

1983 FILMATION MOTU ANIMATED SERIES
Father to Prince Glitch, King Sallas was the noble ruler of Sallasia. Though a wise man, he was quick to believe Skeletor's lies.

KING SEMOR

1985 FILMATION POP ANIMATED SERIES
King Semor was the unseen ruler of Vargon. His son, Prince Arkion, was only interested in having fun.

KING SPRITE



King of the Twiggets

Twiggets

1985 FILMATION POP ANIMATED SERIES
King Sprite and Queen Sparkle ruled over the Twiggets and lived in the Twigget village. The pair were respected for their fairness. King Sprite endured the threat of his wife's rolling pin should he ever look at another female.

KING STEFEN



King of Dyperia

1983 FILMATION MOTU ANIMATED SERIES
Ruler of Dyperia, King Stefen was Prince Adam's uncle and father to Prince Dal. Heroic and sporting a red cape, the elderly warrior defended his people against the Torcs. He was also not very good at acting.

KING SULLEI



King of Silvanos

Royal Family of Eternia

Sword

Hunting
Swordsmanship
Weapons mastery

1984 UK WORLD MOTU ANNUALS
King Rador's cousin King Sullei was the hotheaded ruler of Silvanos, a neighboring kingdom to Eternia. A big man with unruly red hair, he was an experienced huntsman and a master of weaponry. His sister was the Prophetess of the Oracle, though the siblings had not spoken in many years.

KING TAMUSK



Sorcerer King

Battle club

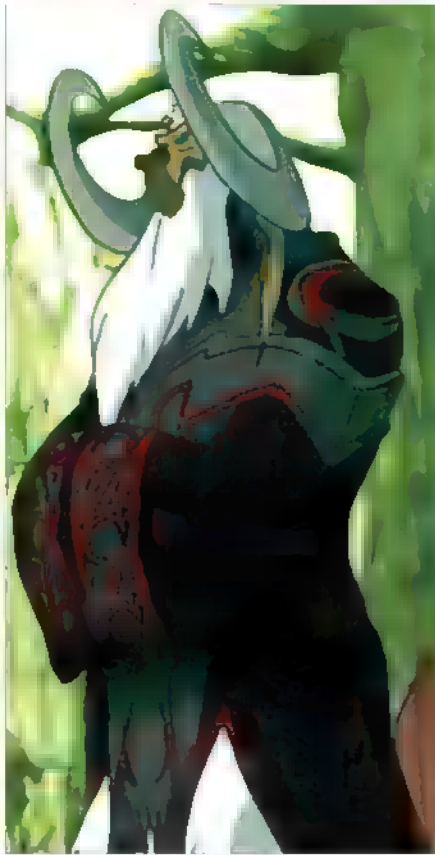
Sorcery

1983 FILMATION MOTU ANIMATED SERIES
King Tamusk was the last of Eternia's sorcerer-kings who had been at war with the Sylcons. Hostile by nature and a product of a different time, he believed that strength determined a leader. He attempted to battle King Rador when he found himself in present-day Eternia. After his encounter with He-Man, King Tamusk was intrigued by He-Man's stance that he would only fight when he must. Eternian history books stated that King Tamusk turned from his warrior ways in later life.

King Tamusk channeled his magic through his battle club. A statue of him resided in the Hall of Kings at the Royal Palace.

KING TAURIUS

KING TAURIUS



2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES

King Taurus ruled a minotaur-like people from a palace in the kingdom of Mintora. He wore a royal tunic and had horns and a long beard. He joined King Randor's Eternian Council.

KING TELMUND

1986 MOTU NEWSPAPER STRIPS

King Telmund was the sovereign of Madaka in the Northern Isles and the father of Princess Benura.

KING THALES

King of Operon



1983 FILMATION MOTU ANIMATED SERIES
Father to Princess Rhea, King Thales was the compassionate ruler of Operon. He sought peace when confronted by Queen Balina's warring city of Targa.

KING TRINOK



2002 MVCREATIONS MOTU COMICS

King Trinok was a blue, hog-like ruler in the region of the Berserker Islands on Eternia. Many of his subjects were catlike or otherwise smaller in size than he was. The king met his demise after Keldor and Beast Man were taken to his arena and he attacked Keldor in a rage.

KING VALNAR

King of Eternia

Valnar the Bold

1985 FILMATION POP ANIMATED SERIES

King Valnar the Bold ruled Eternia at some point prior to King Randor. He was succeeded by King Freenorn.

KING VARN

King of Elfworld



1985 FILMATION POP ANIMATED SERIES
The brave King Varn ruled over the elves of Elfworld. While a prisoner of the invading Horde, he encouraged his son, Storm, to find the Great Rebellion. Like all elves, Varn was short and spoke with a slightly high-pitched voice.

KING VON

King of the Torgs

Torgs

Brute strength



1983 FILMATION MOTU ANIMATED SERIES

King Von ruled the evil Torgs. Tough and muscular, he feared no one and rebuked Skeletor without fear of reprisal. Though he relied on brute strength, King Von was a skilled warrior and had a good knowledge of ancient powers.

KITTRINA

Cat Folk

Agility
Hand-to-hand combat

1983 FILMATION MOTU ANIMATED SERIES

Kittrina was a sleek and sassy warrior of the Cat Folk. Primarily serving King Paw as a spy and infiltrator, she encountered He-Man and the heroes when she tried to retrieve an ancient cat relic. She could leap great distances, land on her feet from any height, and perform acrobatics with catlike grace. Her gusto and combat skill won over Teela, while her flirtatiousness won over Battle Cat.



Kittrina carried a red wand which could light her way and burn through many kinds of material. When not in use, the wand was sheathed on her leg.

KLAUSS



1986 BRAZILIAN EDITORA ABRIL MOTU COMICS

Klauss was an elderly man from the legendary land of Herboria. He was kidnapped by Skeletor and forced to provide the villain with deadly flowers which were used to make King Randor gravely ill.

KOBRA KHAN

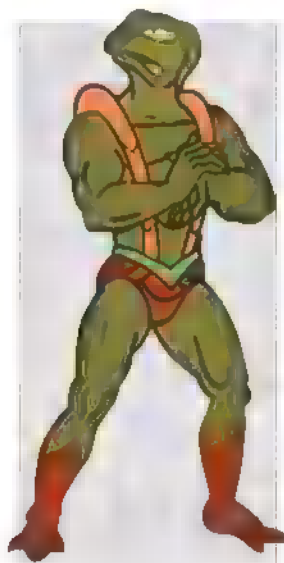
Evil Master of Snakes
Evil Camouflaged Master of Snakes
King of the Serpents
Sovereign of Snakes
Demonic Master of Snakes

Evil Warriors
Snake Men
Reptons
Diabolical Snakes
Monster Warriors
Demons of Evil

Camo Khan
Khan of the Viper Clan

Laser pistol
Wooden mace

Producing sleep-inducing or hypnotic mist
Stretching arms
Emitting lasers from eyes
Releasing deadly or acidic venom
Controlling snakes and reptiles



1983 FILMATION MOTU ANIMATED SERIES

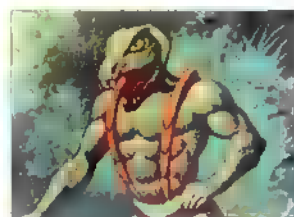
A member of the snake-like Reptons, Kobra Khan was one of Skeletor's most dependable henchmen. Often paired with Webstor, he enthusiastically volunteered to carry out the schemes of Skeletor or Evil-Lyn. His sleep-inducing venom could render his foes unconscious for hours, though Khan himself was also susceptible to its effects. He could stretch his arms to incredible lengths, using them to hold his enemies captive, and could fire a beam from his eyes powerful enough to vaporize a tree.

1983 MOTU MINICOMICS

Kobra Khan was a descendant of the legendary Snake Men and commanded a group of Lizard Men in the minicomics. He was green in color and resembled a humanoid serpent.

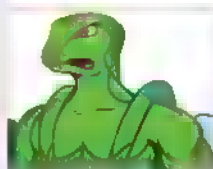
When Skeletor freed King Hiss from his prison, he sent Kobra Khan to spy on the leader of the Snake Men and serve as a double agent. In this way, the duplicitous Khan could report Hiss's plans to Skeletor.

Kobra Khan could spit a deadly venom and eventually acquired the ability to spit a sleep-inducing mist. He could sometimes be seen alongside his fellow Evil Warrior Webstor.



1983 GOLDEN MOTU BOOKS

Unlike in other portrayals, Kobra Khan could control reptiles in the Golden books. Overconfident to a fault, he referred to himself as the King of the Serpents. It was also said that he was the last of his race.



1984 UK WORLD MOTU ANNUALS

In the World annuals, Kobra Khan could control all the snakes on Eternia.

1984 GERMAN MOTU AUDIO PLAYS

In the German audio plays, Kobra Khan, the Sovereign of Snakes, could control all snakes on Eternia. He resided in his own castle in the forests of the Mystic Mountains. He and his comrade Whiplash joined Skeletor's Monster Warriors. Khan held a special grudge against He-Man, who knocked him out once.

1984 GERMAN INTERPART-CONDOR MOTU COMICS

The German Condor comics provided a name for the venom that induced sleep in Khan's enemies: Mist of Oblivion.

TRIVIA: Though he wore the Snake Men symbol on his chest in the World annuals, Kobra Khan bore no allegiance to them and was considered an Evil Warrior.



1986 MARVEL STAR MOTU COMICS

After leading Skeletor deep beneath Snake Mountain to unleash King Hiss, Skeletor ordered Kobra Khan to serve as a double agent. Here, however, Kobra Khan betrayed Skeletor, advising King Hiss to serve the Lord of Destruction only for a time and then revolt.

TRIVIA: In the Marvel Star comics, Kobra Khan was depicted in shades of brown, rather than his usual green.

KOBRA KHAN

**1986 UK MOTU COMIC MAGAZINES**

In the UK comics, Kobra Khan believed himself to be the best of Skeletor's warriors. While outwardly loyal to his master, Khan's only real interest was in serving his own needs. As in other canons, when the Snake Men were unleashed, Khan joined them as a double agent for Skeletor. King Hiss was aware that he could not trust Khan and was careful not to divulge too much information to him. He could telepathically control particular kinds of snakes. If he ingested a potion, he could spray back out at his enemies, immune to its effects himself.

1986 BRAZILIAN ESTRELA MOTU MINICOMICS

The Brazilian comics, in contrast to other media, depicted Khan's venom as extremely deadly. Those who came in contact with it required immediate treatment in the Room of Recuperation. He killed several guards and nearly did the same to Man-At-Arms and Teela. Notably, he was able to use his venom to poison food and, after kidnapping and trapping the Sorceress inside a sphere, surrounded her prison with a layer of his venom to prevent her escape or rescue.

**1987 ARGENTINIAN TOP TOYS MOTU TOY LINE**

In an expansion of Kobra Khan's role in the MOTU canons, Top Toys introduced new powers and responsibilities for the character. Ordered by Skeletor to assemble a new faction, Khan toured the galaxy, recruiting the fiercest reptiles he could find. The group was named the Diabolical Snakes, and Skeletor made Kobra Khan their leader. As a reward for his work, Skeletor gave Kobra Khan the power of camouflage and the mystical Golden Claws of Crushing. Additionally, Kobra Khan's venom had hypnotic properties.

**1987 GERMAN EHAPA MOTU COMICS**

In contrast to other media where Kobra Khan was generally depicted as a member of the Evil Warriors, the Ehapa comics showed Khan only occasionally allying himself with Skeletor. In general, he fought alongside King Hiss and the Snake Men.

**2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES**

The MYP animated series depicted Kobra Khan as a deceitful, power-hungry opportunist with a criminal history of which both the Masters of the Universe and Skeletor were aware. Though he pledged his loyalty to Skeletor and joined the Evil Warriors, he tricked Evil-Lyn into freeing King Hssss and the other Snake Men from their imprisonment. As one of their descendants, Khan was regarded with contempt by the other Snake Men. He also didn't share their enthusiasm for eating their victims. A rivalry formed between him and General Rattlor, who each sought favor from King Hssss.

Striking with speed and agility, Khan spat a mist of acidic venom which blinded his victims and eroded metals.

**2008 MOTU CLASSICS**

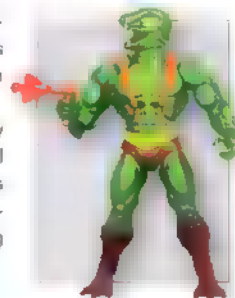
Adding new details, the Classics canon blended earlier depictions of Kobra Khan into a cohesive narrative. A member of an unknown reptilian race, Khan traced his ancestry to the clan Kobra of King Hssss's Snake Men. The legends of the Snake Men's victories during the Great Wars fascinated Khan. He began to steal archives and relics pertaining to the history of the Snake Men. His research revealed that King Hssss and his army were locked in the Void. Joining the Evil Warriors, Khan sought the Snake Pit, through which the Snake Men could return. He and Evil-Lyn stole Zadak's staff and released the Snake Men.

Snake Pit, through which the Snake Men could return. He and Evil-Lyn stole Zadak's staff and released the Snake Men.

After Skeletor seized the throne of Eternia, Khan recruited a small cabal of Snake Men in the wake of King Hssss's decapitation at Zadak's hand. Naming his group the Diabolical Snakes, Khan offered their services as mercenaries to Skeletor, who dispatched Khan to seek out magical artifacts that could help him breach Castle Grayskull's defenses. To better equip him for the task, Skeletor bestowed Khan with magical powers, including the power of camouflage, a more potent form of hypnotic mist, and the mystical Golden Claws of Crushing.

After obeying Skeletor, Khan revealed his treachery when he stole the Havoc Staff and gave it to his true master, King Hssss, who was recuperating in the underground Temple of Serpos.

The powers Skeletor had granted Khan were only temporary, and he eventually reverted to his original form. Though he had gained favor with King Hssss over older Snake Men, he perished with his brethren when Orko cast the Spell of Separation during the Second Ultimate Battleground.

**KOG**

Mytes

WEAPONRY

Built-in weapons systems

SPECIAL ABILITY

Strength

1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES

Kog was the Mytes' super robot and the keeper of goodwill. His strength was legendary, and the Gleanons greatly feared him.

**KOL DARR**

Wrist-mounted lasers

1983 FILMATION MOTU ANIMATED SERIES

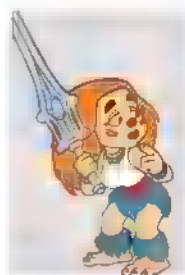
Adorned in golden armor, Kol Darr was an old friend to He-Man. The pair had fought many battles together. He was a brave warrior and flew into battle astride his robotic steed, Shadow Master. His wrist-mounted lasers kept enemies at bay.

**KOO**

Bibbets

1985 FILMATION POP ANIMATED SERIES

Koo was one of two Bibbets that, unlike the rest of their people, wanted to physically confront the Horde Troopers that had invaded their home. Koo, who was unquestionably brave, believed that might was the only way to defeat the forces of evil and, alongside Dee, ended up captured by the Horde.



KOO-KEE

Kon-Seals

Hiding

1985 FILMATION POP ANIMATED SERIES

Koo-Kee was a Kon-Seal, a race of creatures with magical hiding abilities. He helped Loo-Kee's father feed the prisoners at Beast Island.

KOR (I)Kor the Sorcerer
Keeper of the Flame

Sorcery

1983 FILMATION MOTU ANIMATED SERIES

Kor was a regal, wise, middle-aged sorcerer who lived in the Darklands. He was the guardian of the Crimson Scourge, a creature that ravaged the land in Eternia's past until it was imprisoned. He was the most recent Keeper of the Flame and was served by the loyal Reptile Men. He cared deeply for his daughter Mira. When it seemed she was kidnapped, his anger affected his better judgment.

**KOR (II)****1986 MOTU NEWSPAPER STRIPS**

Kor was the caretaker of Eternia's mysterious Thamalia Tower, which stood at the edge of Randor's kingdom. Monk-like in appearance, Kor wore plain robes.

KORAC

Evil Mutants

Blaster

1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES

Korac was once the mayor of Gorn City. He neglected his duties and allowed the city to fall into



disorder before being replaced by the more competent Mayor Zeeka. Bitter about his defeat in the elections, Korac allied with Skeletor and schemed to regain his position.

Korac was devious, greedy, and a coward at heart; he abused his powers as mayor and was treated with little respect by Skeletor and the Mutants.

KORGBeast Warriors
Beast Protectors**1985 FILMATION POP ANIMATED SERIES**

J'Milla's brother Korg was a member of the Beast Warriors. He allied himself with the Evil Horde. Eventually, he saw the error of his ways and helped found a new jungle tribe of Beast Protectors.

**KOSH**

People of Danzig

1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES

Kosh was the leader of the planet Danzig. He and his people sent supplies to Primus and were targeted for invasion by Skeletor in an attempt to cut off those supplies.

**KOTANIAN SCIENTIST****1984 GERMAN MOTU AUDIO PLAYS**

The Kotanian Scientist was an alien who carried out his experiments inside an eerie fortress during Eternia's distant past. He held Man-E-Faces and his daughter captive and tried to turn the former into a mighty warrior. The scientist merged Man-E-Faces' body with those of a robot and an alien from another universe, planning to use this new creature to conquer his own world.

KOTHOS

Crystal Gem

Sorcery

1983 FILMATION MOTU ANIMATED SERIES

Kothos was a powerful and arrogant wizard who sought the great power of the Fountain of Life. He

possessed a wide array of magical abilities, such as teleportation and the abilities to conjure golems and summon demons. With a magic orb he could spy on his enemies, and he used a crystal gem to steal Evil-Lyn's powers with the

intention of adding them to his own. Kothos's own powers were temporarily extinguished when Evil-Lyn turned back a spell intended to transform her into a sand slug. He was later restored to his human form by Orko. Kothos commanded a number of orcs to attack his foes and guard his floating palace, which was saved from crashing into a mountain by He-Man in exchange for the wizard's promise to swear off his evil ways. Kothos planned to use his magic to fly over Eternia in search of farmers who needed rain for their crops.

**KRAAL**

King of Demons

1983 FILMATION MOTU ANIMATED SERIES

Dwelling in the Demon Zone, Kraal was the King of Demons. Though remaining mostly unseen, the red-skinned Kraal spoke to



Whiplash in a guttural voice from a large fire atop an intricately carved altar.

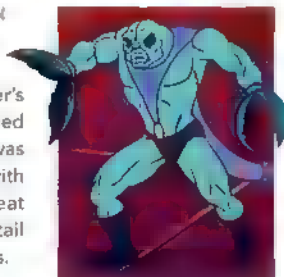
Kraggox

Kraggox

Game Master's Slaves

Brute strength
Firing stun rays from tail**1983** FILMATION
MOTU ANIMATED
SERIES

The Game Master's mighty, blue-skinned warrior, Kraggox was a large creature with giant claws, great strength, and a tail that fired stun rays.



Kramdor

Staff

1984 GERMAN MOTU AUDIO PLAYS

A friend to Mekaneck, Kramdor died under unknown circumstances. As his heritage, Kramdor left a box for Mekaneck, who had tried fruitlessly to save him. The box contained, among other things, a staff that was able to shrink living beings and buildings, as well as a disk that reversed the staff's effects. Hordak claimed that Kramdor had been his friend as well, though the validity of this statement was in doubt.

Kratos

Evil Warriors

Inventing

1986 UK MOTU COMIC MAGAZINES

Kratos was an ingenious inventor specializing in metals and magnetism. He invented a flying machine called the Magnetron, which attracted iron to itself. He was ridiculed by Skeletor's minions when he attempted to present the Magnetron to Skeletor as the weapon that would defeat He-Man. Despite this, Kratos eventually convinced Skeletor of his invention's potential, but the heroes managed to defeat Kratos's machine.



Krex

People of Primus

Vast scientific knowledge

1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES

The intelligent, if absent minded, Krex was one of the Scientists of Primus. His head was so filled with knowledge that he sometimes forgot his own name. He often appeared distracted and would constantly mutter his calculations and theories aloud. Like the other scientists, he was terrified of the Mutants but would, on occasion, overcome his fears to assist the Galactic Guardians on missions that required his scientific expertise.



Krill

1983 FILMATION MOTU
ANIMATED SERIES

Krill was one of three students that Teela took to the Mystical Forest. He was the bully of the group and dared Tager to take the Jet Crawler for a joyride. He harbored a desire to be a member of the Royal Guard.



Kristala

1985 FILMATION POP
ANIMATED SERIES

Darius's daughter Kristala lived in the village of Devlan. She was the first to stand up to Dylamug and his Horde Troopers when they invaded the village. She and her father eventually convinced the people of Devlan to stand up to the Horde.



Kristan

Athleticism

1985 FILMATION POP
ANIMATED SERIES

Kristan was one of the men who took part in the Rebels' Run that was officiated from Castle Blackmoor. He was a svelte man in peak physical condition, but he was disqualified alongside Frod and Gommoroth for falling into the water.



Kroen

1983 LADYBIRD MOTU BOOKS

A small, blue-skinned alien from the planet of Elysia, Kroen was the last of Elysia's Elders. He and the remainder of the Elysians came to Eternia seeking sanctuary after invaders from deep space laid waste to their home world. After a plot to enslave the Elysians was foiled, a colony was established for them on the far side of Eternia.



Krrylak



Orb of Darkness

1986 UK MOTU COMIC MAGAZINES

Krrylak the Mighty was a powerful demon from another dimension whom Orko accidentally unleashed onto Eternia. Described as "the most evil demon in the thousand dimensions," he set his sights on conquering the universe. He wore a ring which contained the Orb of Darkness, a magical artifact that drained goodness from the world, making Krrylak stronger in the process. He posed such a threat to Eternia that even Skeletor joined forces with the Heroic Warriors to defeat him. After He-Man destroyed the Orb of Darkness, the Sorceress sent Krrylak back to his own dimension.

KUDUK UNGOL

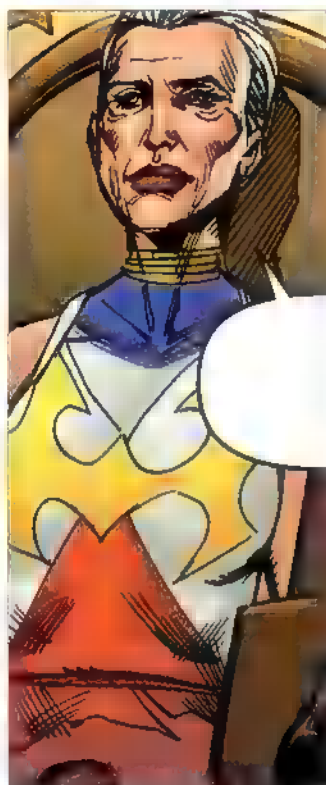


IMAGE COURTESY OF DC COMICS

Sorceress of Grayskull

Oracles of Zoar

Sorcery
Transformation into Zoar

1983 FILMATION MOTU ANIMATED SERIES

Kuduk Ungol was the former Sorceress of Castle Grayskull. While her earliest origins were unknown, her only known connection to the history of present-day Eternia was that she was the individual who bestowed Teela Na with the power to help her village and assume the role of Sorceress of Grayskull. Once Teela Na became the new Sorceress, Kuduk Ungol vanished from the castle.

2012 DC MOTU COMICS

The 2012 DC comics established that Kuduk Ungol was an Oracle of Zoar who served Veena during the time of King Grayskull.

KYLE

1985 FILMATION POP ANIMATED SERIES

Kyle was the son of Mach, a woodcutter. He and his brother, Thad, would often forget their responsibilities while playing in and around their home. They lost their father's axe and fabricated a story that led to more trouble. Kyle and his brother were grounded by their father when the truth was exposed.



LADY ARVELA

Sorcery
Shape shifting

1983 FILMATION MOTU ANIMATED SERIES

The young redheaded sorceress that resided in Castle Landros, Lady Arvela was a loving daughter who wanted nothing more than to retrieve her father from the Realm of Evil. She was too trusting of the demon Angast and foolishly endangered the Starchild's life. Lady Arvela was highly adept at magic and was able to merge minds with the Starchild—a feat which, if performed incorrectly, would have resulted in her own death.

LADY EDWINA



Royal Family of Eternia

1983 FILMATION MOTU ANIMATED SERIES

Beautiful but spoiled with disinterested eyes, Lady Edwina was Prince Adam's arrogant and materialistic cousin who cared for little more than riches. Her nature was to flirt and manipulate people into getting what she wanted. Orko was one of her unfortunate victims.

After her true nature was revealed, Lady Edwina was banished from the palace. Selfish and self-absorbed, she had the annoying habit of forgetting people's names.

TRIVIA: At one point Lady Edwina mistakenly addressed Orko as "Gorpo," which was the Edimation writers' original name for the character.

LADY ELIZABETH



1986 MOTU NEWSPAPER STRIPS

Lady Elizabeth was a member of the Royal Court at Eternos Palace. She was usually present for King Randor's council meetings.

LADY IRENA

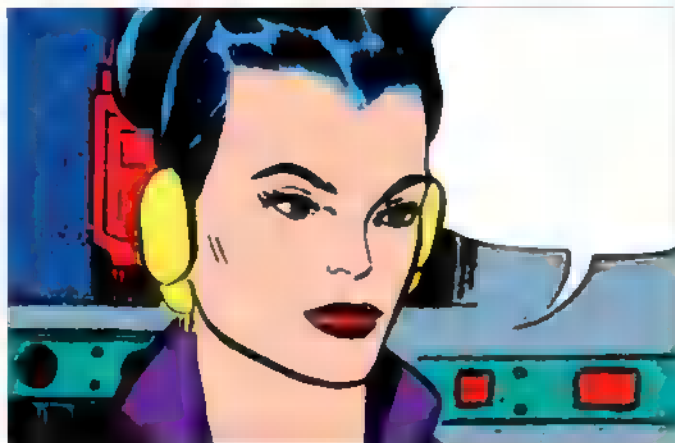


1983 GOLDEN MOTU BOOKS

Lady Irena was a childhood friend of Prince Adam and Teela. She was vehemently opposed to all weapons and violence. During a visit to the Royal Palace, she was kidnapped and replaced with an evil impostor. He-Man grew suspicious of her when Orko reported seeing her sharpening a dagger. The real Lady Irena was held in a crystalline bubble guarded by Mer-Man. She was rescued by He-Man.

LADY MIRANDA

LADY MIRANDA



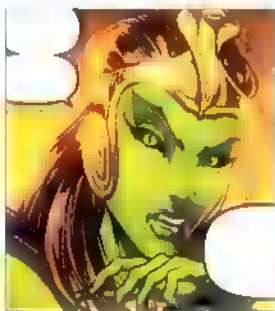
Resourcefulness
Diplomacy
High intelligence and scientific skill
Athletics

1986 MOTU NEWSPAPER STRIPS

An ambassador from the kingdom of Rondale, the raven-haired Lady Miranda was highly intelligent and resourceful. She assisted He-Man and the Heroic Warriors on a number of occasions. She spent a great deal of time at Eternos Palace as a member of Randor's Royal Court. Her diplomatic skills proved immensely useful in dealings with her home kingdom. Additionally, Miranda was a brilliant scientist with a keen intellect and charming wit.

Sensing in each other a kindred spirit, Miranda and Duncan, the Man-At-Arms, began to fall in love. The two eventually became engaged.

LADY SLITHER



Revenge Squad

2008 MOTU CLASSICS

Lady Slither was the reptilian leader of the Revenge Squad. Green skinned with human features, Lady Slither came to Trolla from the Nameless Dimension through a crack in space-time. Sent by the Unnamed One to steal the magic from the Temple of Power, she made her home base in the

Snake Lair. Her Revenge Squad devastated most of the Temple's guardians, until only the Defenders of Trolla remained. Angry that any of the resistance remained, she allied with Skeletor. Although the full extent of her abilities was unknown, Lady Slither could transform her lower torso into that of a snake. After Lady Slither and her minions escaped capture on Trolla, they eventually landed on Eternia, where Slither planned to reverse the Spell of Separation and restore the Snake Men.

TRIVIA: Official Mattel artwork of Lady Slither was released after her minicomics appearance. The artwork revealed that she could transform her lower half into a snake tail and that she wielded a dagger as a weapon.

LADY SPRING

Council of Seasons

1983 FILMATION MOTU ANIMATED SERIES

Lady Spring led the Council of Seasons—a group that regulated the four seasons on Eternia. She wore a green, leafy costume.



LADY VALTIRA



Sorcery
Draining the life force from trees

1983 FILMATION MOTU ANIMATED SERIES

Lady Valtira and her husband, Lord Tyrin, once roamed Eternia in search of power. They spread fear wherever they went. Though not entirely evil, they retained their beauty and youth by draining the life of the local vegetation, destroying food crops and natural environments for their own benefit.

In order to let the forest regrow and the people forget their destruction, Lady Valtira and Lord Tyrin went into a two-hundred-year sleep. When Lady Valtira awoke, she attempted to enslave the people of Eternia once more but soon realized that gaining friends was better. Once she destroyed the amulet around her neck, she was returned to her youthful-looking self.

LANDOR

Free People of Etheria

Magic
Mapmaking

1985 UK WORLD POP ANNUALS

Landor was a maker of magical maps. Considered Etheria's finest cartographer, he was captured by Force Captain Adora and her squad of Horde Troopers and forced to make maps that aided in Hordak's further conquest of Etheria. Later, his sister Azana rescued him with the aid of Adora and the Great Rebellion.

LANDROS



Sorcery

1983 FILMATION MOTU ANIMATED SERIES

Lady Arvela's kindhearted, soft-spoken father Landros resided in Castle Landros. Though an experienced sorcerer, he was not a particularly powerful one. He found himself in the Realm of Evil when a spell went horribly wrong. Trapped by Angast and the descendants of the Council of Evil, Landros discovered that the Realm of Evil weakened Eternian magic, leaving him powerless. Landros was eventually rescued with the help of He-Man.

Widgets



1983 FILMATION MOTU ANIMATED SERIES
The tough and spunky Lara was the most strong willed of the Widgets. She had a fiery temper and often put the male Widgets in their place.

Compared to her boyfriend, Squinch, Lara was the braver, more level headed, and quicker thinking of the pair. Squinch and Kando were the two Widgets that Lara cared for most.

LARG



Argonians

Superhuman strength

1985 FILMATION POP ANIMATED SERIES

Larg was an imposing Argonian powerhouse who was briefly stranded on Etheria when Hordak shot down his spacecraft. Though intimidating, he was an innocent and well-meaning man.

LARS



1985 FILMATION POP ANIMATED SERIES
Lars was an elderly Etherian peasant who had to pay taxes to the Horde. When his vocal criticism of the Horde

was overheard by a Trooper, the Horde responded by destroying his home.

LA-SEE



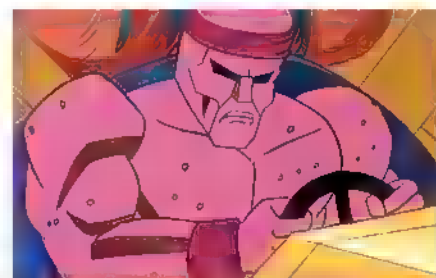
Kon-Seals

Hiding

1985 FILMATION POP ANIMATED SERIES

La-See was a Kon-Seal, a race of creatures with magical hiding abilities. She escaped the clutches of the Horde on Beast Island and sought out the Rebels, meeting Loo-Kee and becoming attracted to him.

LAVAMAN



Space Pirates

Brute strength
Hardened body

1983 FILMATION MOTU ANIMATED SERIES

One of Sticky Fingers' crew of Space Pirates, Lavaman was tough and had a body made out of rock. With a voice and personality to match, Lavaman had no qualms speaking out against his master.

TRIVIA: Lavaman was one of the few to wield, however briefly, the Sword of Power.

LEECH

TITLE

Evil Master of Power Suction

REAL NAME

K'ull'leusshhhh
Leech Prime

AFFILIATION

Evil Horde
Slebator Slug-Men

WEAPONRY

Crossbow
Net

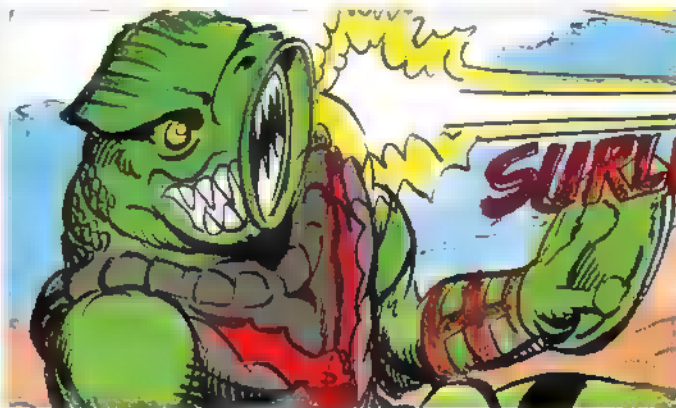
Draining energy from enemies
Suction
Turning enemies into zombies



1983 MOTU MINICOMICS

As a humanoid leech-man and member of the Evil Horde, Leech was a deadly and loathsome creature. His slimy green lips and suction-cupped hands could envelop his victims and drain their energy. It appeared that Leech could even do this with vehicles, as he once completely drained the Land Shark of power. Leech could also use his suction ability to destroy obstacles in his path.

TRIVIA: In the minicomic *Leech The Master of Power Suction Unleashed!*, Leech appeared to possess the ability to change size at will, though this was possibly creative license on the part of the artist.



1986 UK MOTU COMIC MAGAZINES

Unlike earlier depictions, Leech only used his mouth to drain energy from his victims. This power was more wide ranging, allowing him to drain the energy from virtually anything, including weapons, vehicles, and mechanical beings like Roboto.

Leech could extract sustenance from mud and was particularly fond of chocolate.



1984 UK WORLD MOTU ANNUALS

In a minor departure from other media, Leech was shown to be loathed and feared by the other members of the Horde. However, he was extremely loyal to Hordak.



1984 GERMAN INTERPARTY-CONDOR MOTU COMICS

Leech's use of his suction-cup hands and feet allowed him to walk on any smooth surface, including walls and ceilings. Leech would also hold victims in a grip only he could loosen.



1985 FILMATION POP ANIMATED SERIES

A product of Horde science, Leech was one of the most grotesque members of the Evil Horde. He thrived on terrorizing Etherian villagers and was often seen licking his lips with his enormous tongue or clapping his slimy hands in delight.

He was capable of remaining underwater for extended periods and could transform his hands into suction cups that drained the energy from his enemies.



2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES

Appearing only briefly in the MYP animated series, Leech was part of Hordak's attack on Castle Grayskull in Eternia's ancient past. He was ultimately banished to Despondos with the rest of the Horde.

2008 MOTU CLASSICS

With its own take on the character, the Classics canon established that Leech was a Slebetor Slug-Man named K'ull'leusshhhh. He was living in the Lake of Gnarl on Preternia when Hordak recruited him into the Horde. His memory was erased, making him totally devoted to Hordak.



Leech fought in the Great Wars against the forces of King Grayskull and King Hssss, as well as in the First Ultimate Battleground. After King Grayskull banished the Horde to Despondos, Leech continued to serve Hordak in the conquest of Etheria. He eventually took part in the Second Ultimate Battleground, when Hordak and the Snake Men were finally defeated.

2012 DC MOTU COMICS

Adding some unique details, the 2012 DC comics' version of Leech, referred to as Leech Prime, spawned an entire race of Leeches on Eternia. He had served Hordak for over one million years. His ability to drain the energy from other creatures sometimes caused them to become zombies.



IMAGE COURTESY OF DC COMICS

LEENA



1985 FILMATION POP ANIMATED SERIES

When Leena's parents, Poltan and Hemli, had their grain stolen and were captured by the Horde, Leena sought out She-Ra's help. She wanted to be strong and mighty like She-Ra but learned that physical power was not everything.

LEO



Space Pirates

1983 FILMATION MOTU ANIMATED SERIES

One of Sticky Fingers' crew of Space Pirates, Leo looked fierce but was surprisingly weak willed and careless. He had a fondness for food, looked like a humanoid lion, and sported traditional pirate clothing.

LEON

Sword

1983 MOTU MINICOMICS

The young grandson of Consul Ari, Leon set his ambitions on joining the Royal Palace Guard. He was especially excited about the prospect of serving alongside Captain Teela. Although brave, he was very impulsive.



LIEUTENANT EFRED



Galactic Guardians

Piloting
Knowledge of starships

1986 MOTU NEWSPAPER STRIPS

Alongside Hydron and Flipshot, Lieutenant Efred was one of the last remaining pilots on Primus. Significantly older than the others, he possessed a great deal of knowledge and skill in piloting starships.

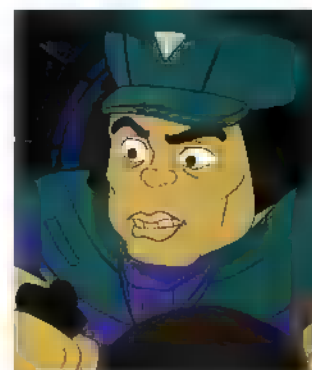
LIEUTENANT TASSLER

Mytes

Blaster

1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES

Lieutenant Tassler was a Myte officer who served under Mara. He was present when Crida launched an attack on the Mytes with her new Gleanon army.



LIGHT HOPE

LIGHT HOPE

TITLES

Magical Protector of the Crystal Castle
The Holder of the Knowledge of Truth

OTHER TITLES

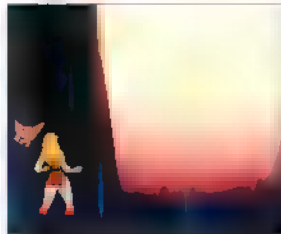
Lord Ry'Gus Hope

APRONY

Staff

CIA ABILITIES

Sorcery
Teleportation



1985 FILMATION POP ANIMATED SERIES

All seeing and all knowing, Light Hope was the keeper of the mystical Crystal Castle. Appearing only as a colored aura which rose from a pool when he spoke, his powers were vast and complicated. He observed all that was happening on Etheria and could project what he saw as images within himself. He knew all of Etheria's history. He was powerful enough to conjure magical gateways to other worlds.

Light Hope was an important ally and confidant for She-Ra. He often assisted with the Great Rebellion's battle against the Horde. He promised to reveal himself and the Crystal Castle to all of Etheria once the Horde were defeated.

1985 POP MINICOMICS

Known as the Holder of the Knowledge of Truth in the minicomics, Light Hope was the wise, incorporeal entity who resided within the hallowed halls of Crystal Castle. He manifested as a multicolored beam of light and offered sage advice to She-Ra when she was in need of counsel. The benevolent Light Hope possessed great magical power, though the full extent of that power was unknown.



1985 GOLDEN POP BOOKS

In contrast to his Filmation depiction, Light Hope manifested as a pair of glowing red eyes within the pool at the Crystal Castle.

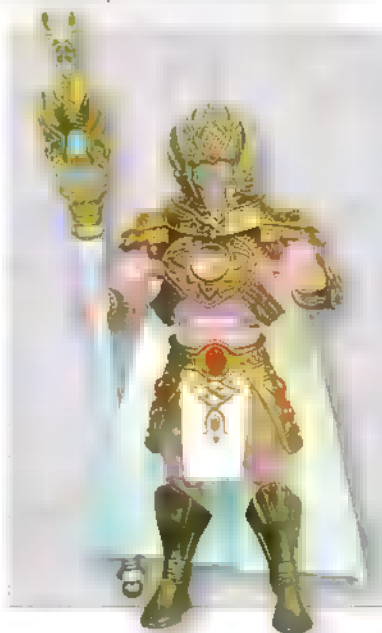
1986 UK POP COMIC MAGAZINES

In addition to his typical characteristics, Light Hope was the oldest living being on Etheria. As such, it was his role to record the events of Etherian history and serve as the keeper of the Archives of Etheria.

TRIVIA: Although his appearance in the UK comics was generally consistent with Filmation's portrayal, one comic depicted him with a radically different appearance: a human king with white hair and a beard.

2008 MOTU CLASSICS

Long ago, Lord Ry'Gus Hope gave up his human form to be blessed with great power by the Overlords of Trolla, who sent him to bring relief to those trapped in Despondos. He settled on Etheria, where he became known as Light Hope, turning the world into an oasis of goodness in the evil wasteland of Despondos. He built the Crystal Castle, a symbol of his mission to protect Etheria's magic from the Horde's encroaching evil. He prophesied the birth of the Twins of Power. When they were born, Light Hope embedded the Stone of Protection onto the cloned Sword of He.



LIMER THE RHYMER

SPECIAL ABILITIES

Creating poetry and riddles

1986 UK MOTU COMIC MAGAZINES

Limer the Rhymer was one of the most famous poets of Eternia's Shadow Land. He spoke in poetic riddles.

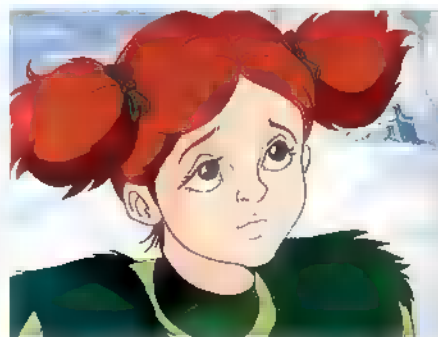
LINDA

1987 ITALIAN MAGIC BOY MAGAZINES

In the *Magic Boy* magazines, Linda was a human slave who lived on the planet Denebria. Like other human slaves kept by the Mutants, she wore a collar and did not have a name. She had undergone Mutant brainwashing and reprogramming which forced her to obey Mutant commands against her will. Upon meeting the unnamed girl during a mission to Denebria, He-Man felt great compassion for her and attempted to help her. He gave her a name, Linda, and used his Power Sword to heal injuries inflicted upon her by an angry Mutant. Grateful for He-Man's kindness, Linda kissed the hero, though she could not resist Brakk's commands when he ordered her to attack He-Man.



LITHA



1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES

Litha was a young girl from Omega-4. Her brother, Brojee, looked after her while their father was held captive by Maxis.

LIZARD MAN

Heroic Cold Blooded Ally

Sword

Gayn
Lizzie (to his friends)

Agility
Stealth
Sticking to walls
Speed
Leaping great heights

Heroic Warriors
Masters of the Universe



1963 FILMATION MOTU ANIMATED SERIES

The high-spirited and reliable Lizard Man was a unique-looking Heroic Warrior. He was a gentle lizard humanoid with a blue tunic and webbed hands. Never the leader, he was always ready to obey orders and help in any way he could. Small and agile, he could stick to walls, move quickly, and leap great heights. He was often found sun-bathing atop large rocks.

TRIVIA: In one episode appearance, Lizard Man was colored brown instead of his regular green.

2008 MOTU CLASSICS

Lizard Man, also known as Gayn, was a reptilian warrior who chose to ally with the Masters of the Universe rather than serve the cold-blooded Snake Men. Despite suffering discrimination because of his genetic connection to the Snake Men, he remained a devoted, good-humored friend with a warm heart.



TRIVIA: Lizard Man's unidentified reptilian race might have been one of the three races spliced together by the Unnamed One to make the Snake Men.

LIZORR



Evil Mutants

Radiation rifle

Unarmed combat

1984 UK WORLD MOTU ANNUALS

Hailing from the Gorn Desert on Denebria, Lizorr was a cold-blooded Mutant who spoke in a hissing lisp and was both cowardly and calculating. He favored his radiation rifle and required a respirator-radiator to maintain his body temperature.

1987 GERMAN EHAPA MOTU COMICS

The most volatile of the Mutants, Lizorr refused to follow Skeletor's orders when the Lord of Evil failed to conquer Primus. After a stint under Vizar's mind control, Lizorr finally submitted to Skeletor.



1989 HE-MAN MINICOMICS

Lizorr was a reptilian Mutant hailing from the Gorn Desert on Denebria. He was a capable fighter with armor-plated skin. Because of the scorching conditions of his native environment, Lizorr wore a climate-control pack. He was most often seen assisting Mutant leader Flogg. Lizorr spoke with a lisp due to his reptilian nature.

1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES

In the *New Adventures* series, Lizorr could extend his reptilian tongue to ensnare his enemies.



TRIVIA: Lizorr was the only toy-based character in the animated series who never received a single line of dialogue, and his name was only mentioned once, in the episode "The Power of the Good and the Way of the Magic."

LOB

LOB



Farming

1983 LADYBIRD MOTU BOOKS

Lob was a farmer on the planet Eternia who was injured when his farm was attacked by the Beast People. The monsters stole his goat, and Lob's injuries were treated at the Royal Palace.

LODAR

Spiked mace

Magical powers
Fierce combat skills

1983 MOTU MINICOMICS

The cruel and mysterious Lodar took vindictive delight in watching his gladiator slaves kill one another. He wore an armored mask to obscure his features. Powerful and highly skilled in combat, Lodar also wielded formidable magical powers and could project explosive blasts from his fingertips. Since Lodar's magic was reliant on the sun and moon, he was unable to use it while imprisoned belowground.

Lodar subjugated the whole of Targa and turned it into an enslaved city. Within Targa's confines, Lodar pitted warriors against one another in his deadly gladiatorial arena. He also commanded an army of vicious kobolds.

TRIVIA: The villain in the minicomic *Slave City!* went through several name changes. In Michael Halperin's script, he was Draca, an evil wizard from the Filmation animated series. In the rewrite by

Mattel copywriter Tina Harris, the character was changed to "Zodak" (sic). However, illustrator Larry Houston was unaware that the character had an action figure and created a new design. When this error was discovered, the minicomic creators rushed to change the character's name in the finished comic. They cleverly altered the letters in the name to spell "Lodar," and a new villain was born.

2008 MOTU CLASSICS

Lodar was a gladiator in the Preternian slave city of Targa when he stole magic from Zodac, gaining the ability to draw power from the Eternian sun and moons. Nearly invincible and now corrupted, Lodar conquered Targa. He created hideous Kobolds which he pitted his subjects against in the arena where he once fought. During the Great Wars, Zodac helped King Grayskull liberate Targa and trap Lodar in catacombs beneath the city. He endured motionless for thousands of years until Queen Balina and Draca freed him, exposing Lodar to the Eternian sun again. Lodar helped them usurp Targa from Princess Rana, turning it back into a slave city. Rana sought He-Man, who helped drive Lodar back into the catacombs.

LODEN



1985 FILMATION POP ANIMATED SERIES

When the Horde attempted to raise taxes on poverty-stricken Loden and his wife Else, Loden lashed out and incurred the wrath of General Sunder. The couple were taken prisoner, leaving their daughter, Mally, to seek out the Great Rebellion for help.

LOHNI

Evil Horde
Great Rebellion

Hand-to-hand combat

1985 FILMATION POP ANIMATED SERIES

Lohni was a tough but reluctant member of the Horde who trained as second in command under Force Captain Adora. The two formed a close friendship. Lohni only remained loyal to the Horde because her father, Turron, was being held on Beast Island. Lohni later defected to the Great Rebellion after rescuing her father.

LOKUS

Sorcery
Teleportation
Shape shifting

1983 FILMATION MOTU ANIMATED SERIES

A small, baboon-like demon, Lokus was the obedient servant and messenger of the Spirit of Evil. The creature was known to be crafty and could turn an individual's desire into a weakness to be exploited. He had the ability to change his appearance and was punished by the Spirit of Evil when he failed to capture a soul.

LOO-KEE



Hides and Sees
All in Etheria

Petraut Edeltran

Great Rebellion
Kon-Seals

Hiding
Teleportation
Inventing

wizard himself. His magical abilities were sorely lacking, however, and he invested more time in building inventions, usually ones that enabled him to fly. He would constantly try to turn the most unlikely item into a flying machine, such as a rocking horse, a piano, or a beer box, and every flight ended with a crash. He became a celebrated hero of the Crystal Castle when his dog-scented artificial flowers drove Catra from the fortress. Loo-Kee often flew on a threadbare magic carpet, and when something didn't work as planned, he would shout, "Shame!"

TRIVIA. The name "Petraut Edeltran" was created by the writer of the audio plays. The name was used in one story but, per Mattel's request, it was changed to the character's true name, Loo-Kee, in order to promote the toy properly.

1985 FILMATION POP ANIMATED SERIES

Loo-Kee, son of Pa-Pee, was a member of the Kon-Seals, a race of creatures that used their unique hiding abilities in order to aid the forces of good. Not only was Loo-Kee an expert when it came to hiding, he also had the ability to teleport short distances. Loo-Kee first made himself known when the Whispering Woods was frozen in time. Being a creature of magic, Loo-Kee

was unaffected by the Horde's Timestop device. Summoned by Light Hope, Loo-Kee learned the secret identities of both Prince Adam and Adora. During a mission to rescue his fellow Kon-Seals from Beast Island, Loo-Kee demonstrated a great deal of impatience in an encounter with Slymepig of the Slime Pit.

1985 POP MINICOMICS

Unlike in his Filmation portrayal, Loo-Kee never interacted with the other characters in the POP minicomics. A colorful being with a fuzzy blue tail, Loo-Kee could be spotted in the background of She-Ra's adventures and appeared at the end of the story to deliver a lesson.

1986 GERMAN POP AUDIO PLAYS

The German POP audio plays had their own unique take on the character of Loo-Kee. Also known as Petraut Edeltran, Loo-Kee was a four-hundred-year-old friend to the Etherian princesses. Boasting of being precisely 62.42335 centimeters tall, he regarded his little brother as an embarrassment to the family at merely 61 centimeters. When he discovered an invisible chest belonging to his mysterious ancestors, he learned that they had been famous sorcerers and thenceforth considered it his solemn duty to become a great

2008 MOTU CLASSICS

Blessed with powers to go unseen by his enemies, Loo-Kee went on scouting missions for the Great Rebellion, watching out to warn them of nearby Hordemen. He loved stories, especially those with morals and lessons that championed the side of good. He was present during the Third Ultimate Battleground, but as a pacifist he never participated in physical conflict.

TRIVIA. Loo-Kee's real name was listed as Petraut Edeltran as his card-back hint as a nod to his name in the first German audio play in which he appeared.



2012 DC MOTU COMICS

Loo-Kee made a number of cameos in the 2012 DC Comics and, as usual, could be spotted in random locations. He never played an integral role in the plot, nor did he have any dialogue in these stories, but eagle-eyed readers could sometimes see him hiding or participating as a background player in the story's events.

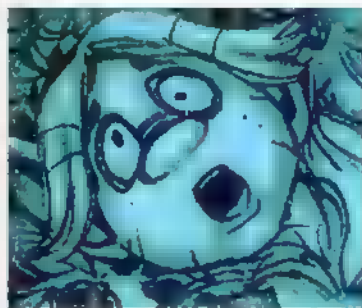


IMAGE COURTESY OF DC COMICS

LOOS

1983 FILMATION MOTU ANIMATED SERIES

Loos was a young blind boy who lived in the city surrounding the Royal Palace. Prince Adam arranged for Loos to meet his hero, He-Man, and travel with him and Ram Man to the legendary Singing Crystals. During the expedition, He-Man and Ram Man were blinded. The two heroes had to rely on Loos's expertise and learn to use their other senses to overcome their challenges. The young lad showed that being blind doesn't mean being helpless as he saved the day.



LORD CHOLOH

2008 MOTU CLASSICS

Lord Choloh was the ruler of the Vine Jungle. When Gygor tore apart the reigning champion, Vykron, in Choloh's gladiatorial arena, he claimed rule of the Vine Jungle, forcing Choloh to abdicate his throne. Choloh was remembered for his beard, which he had grown to an epic length.

TRIVIA. In the 1982 DC Comics Presents #47 issue, Beast Man was seen to exclaim, "Choloh's beard!" This was a nod by writer Paul Kupperberg to the "Chronicles of Choloh" in DC's Warlord comics.

LORD DACTYS

LORD DACTYS

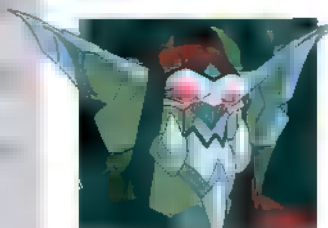
2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES

Heroic Bat Warrior

Lord Dactus

Masters of the
Universe
Speleons

Ancestral Sword of Ke-dik

Flight
Superior hearing

Lord Dactys led the bat-like Speleons of Subtarnia. A tall warrior, he possessed excellent hearing and the natural ability of flight. He wielded a sword made from the finest Spelean steel. The feud between Lord Dactys and his rival, Ceratus, ended when they had to join forces to rescue a group of Caligars captured by the Snake Men. He later joined Rador's Eternian Council.

2008 MOTU CLASSICS

The Classics canon changed the Spelean lord's name from Dactys to Dactus and provided new details. After both Dactus and Ceratus had fought alongside King Miro during the Great Unrest, they returned to their respective Subtarnian kingdoms to find them in ruins. They each believed the other was the cause. Later, after joining the Eternian Council, Dactus led his forces against the Horde and the Snake Men in the Second Ultimate Battleground.



LORD OF INSANITY

Spirit Army

Infused with negative energy



1984 GERMAN INTERPART-CONDOR MOTU COMICS

The Lord of Insanity was a titanic being completely made up of negative energy. Originating in the Dimension of Insanity and wanting to conquer Eternia, he sent an army of spirit-like monsters through an interdimensional gate in space to destroy Castle Grayskull. He tried to sever He-Man's connection to the positive energy of Castle Grayskull. Instead, He-Man used his Power Sword to close the interdimensional gate, resulting in the Lord of Insanity and his army fading away. Before he dissolved, the Lord of Insanity swore vengeance on He-Man if he ever was able to take form again.

LORD OF MARAIS



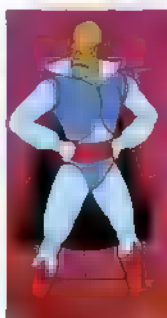
1984 UK WORLD MOTU ANNUALS

The Lord of Marais was the elderly leader of the Marsh People of Marais City.

LORD TODD

1983 FILMATION MOTU ANIMATED SERIES

Charismatic and dressed in a flowing cape, the nobleman Lord Todd charmed everyone in the Royal Palace with his magical tricks and gifts. An expert game player, he proved to be the only person ever capable of beating King Rador at chess. However, Lord Todd was not all that he seemed. When he took Teela on an excursion to his home in the ancient Castle Starg, she discovered to her horror that he was in fact an evil alien creature in disguise, who concocted a series of diabolical games throughout the cosmos and desired Teela as his queen. He-Man came to Teela's rescue as Lord Todd attempted to transport her to his home dimension. He-Man trapped Lord Todd in his home dimension, preventing him from returning to Eternia.

Disguise
Expert gaming abilities

LORD TYRIN

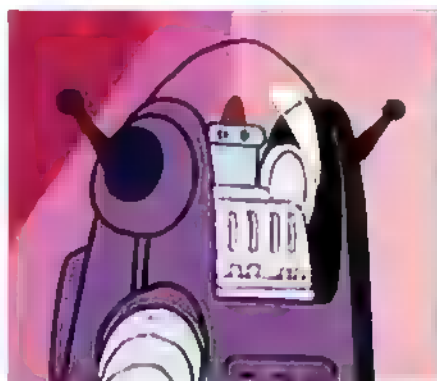
Sorcery
Teleportation
Draining the life force from trees

1983 FILMATION MOTU ANIMATED SERIES

Two centuries in Eternia's past, Lord Tyrin and his wife, Lady Valtira, roamed Eternia in search of power. Though not entirely evil, they kept themselves beautiful by destroying Eternia's plant life. The pair fell asleep for two hundred years in order to let the Eternian plant life regrow and allow the people to forget their destruction. When Lord Tyrin awoke, he found himself withered, green skinned, and no longer recognizable to his wife. He attempted to enslave the people of Eternia once more but soon realized that gaining friends was better. Once he destroyed the amulet around his neck, he was returned to his youthful-looking self.



LORE



1987 MOTU
Limited magic

1990 NEW ADVENTURES OF HE-MAN
ANIMATED SERIES

Lore was a small, well-spoken robot who assisted Ramlin with his nefarious schemes. He possessed only limited magical ability.

LUBIC



1987 MOTU
Detective

1987 MOTU
Californian police force
Masters of the Universe
Earthlings

1987 MOTU
Gun

1987 MOTU
Detection
Skilled marksmanship

1987 MOTU FILM

A hard-nosed and no-nonsense policeman, Detective Lubic found his fate intertwined with that of the Eternians attempting to recover the Cosmic Key on Earth. He was determined to get to the truth when the Evil Warriors burned down a high-school gym. He encountered the Heroic Warriors but was staggered by their strange appearance, assuming them to be members of a cult. During a final effort to detain them, Lubic was inadvertently transported to Castle Grayskull. While on Eternia, Lubic joined the Heroic Warriors and battled Skeletor's forces. After their victory, Lubic remained on Eternia with his new love interest, Gloria. He planned to enjoy his retirement.

TRIVIA Had the 1980s Marvel Star comics continued, Lubic would have played a significant role in them.

TRIVIA In a 2015 MOTU Classics minicomic, an unnamed man who greatly resembled Lubic was a member of King Rador's court and received a returning He-Man on the landing pad of the Royal Palace after Rador's death.

LUNA

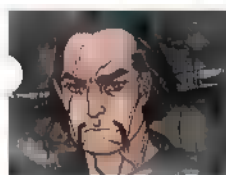
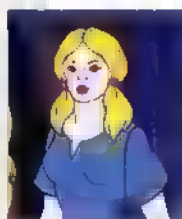


IMAGE COURTESY OF DC COMICS

2012 DC MOTU COMICS

A lowly thief and smuggler, Luna often partnered with Kronis to sell off his ill-gotten gains. He discovered one of the two Eyes of Grayskull at a museum and learned of a temple that held the other. He remained partners with Kronis after he became Trap Jaw.

LYRA



1983 FILMATION MOTU ANIMATED SERIES

The beautiful and kindhearted Lyra loved Torm, one of the youngest Dragons of Darksмоke. She spoke softly and openly displayed her affection toward him. She was overjoyed when He-Man championed their love. Torm was transformed into a human and was married to Lyra by Granamyr, the oldest and wisest of dragons.

LYGON



1987 MOTU
Building
architecture

1986 UK MOTU COMIC MAGAZINES

Lygon led a race of underground-dwelling humanoids on the planet of Teekay. The short, blank-eyed people dressed in simple tunics and lived in fear of the intelligent plants that inhabited the surface world. Centuries earlier, they had retreated underground to start a new civilization, following a great war against the plants, who now believed the humanoids to be extinct.

When Lygon and his people relocated to Eternia, they found that Eternos had been destroyed during He-Man's journey to Teekay. Using their incredible architectural and building skills, they rebuilt the city and helped create a more advanced Eternos City. Afterward, King Rador welcomed them to live among the Eternians. Lygon vowed that he and his people would assist in the struggle against the forces of evil.

MACH



1985 FILMATION POP ANIMATED SERIES

A kind and experienced woodsman, Mach made a living for himself and his sons, Kyle and Thad. He discovered his sons had lied to him when his axe went missing and led to Bow getting captured by the Horde. When it was all sorted, Mach justly punished his sons.

MADAME HERBISTA

1987 MOTU
Potion making

1986 UK POP COMIC MAGAZINES

The teacher of Madame Razz's teacher, Madame Herbista was a master potion maker. She carried a book filled with incredible recipes for potions made from herbs and flowers.

MADAME RAZZ

Magical Witch of the
Whispering Woods

Regina Razz

Great Rebellion

Sorcery



1985 FILMATION POP ANIMATED SERIES

More than five hundred years before She-Ra's time, Madame Razz lived in Serenia, making her one of the oldest members of the Great Rebellion. The compassionate witch was extremely sprightly for her age. She wore a long hat that hid the top half of her face. Razz was frequently mixing up spells, sometimes with disastrous consequences, but she always came through in the end when she was needed most. Her magic and wisdom saved the day on numerous occasions. When the Horde invaded Etheria, she parted from her boyfriend Frit, though the two were reunited many years later.

A trusted friend and confidante, Madame Razz served as a mother figure to Adora and often offered advice to the young Rebel leader.

Her sidekick, Broom, was always by her side, and while it was unknown how the two met, their friendship was strong. Razz was one of the very few who knew She-Ra's secret identity as Adora.



1985 GOLDEN POP BOOKS

The Golden books established Madame Razz to be one thousand years old.

1985 LADYBIRD POP BOOKS

True to earlier depictions, the Ladybird books added that Madame Razz was 1,009 years old and was taught magic by the witch Madame Whizz.



1986 UK POP COMIC MAGAZINES

The UK comics established that Madame Razz came from an alien world and was at least four

hundred years old. She and Broom shared a close friendship with Orko on Eternia.



2008 MOTU CLASSICS

A Twigglet witch from the Whispering Woods, Madame Razz offered shelter to the surviving Royal Family and their allies after the Battle of Bright Moon. Along with Bow and Glimmer, she helped found the Great Rebellion.



MADAME WHIZZ

Sorcery



1985 LADYBIRD POP BOOKS

Madame Whizz was Madame Razz's former teacher. She lived with her cat in a gingerbread house within the Whispering Woods and, unlike her student, was human.

MADDOK**SPECIAL ABILITIES**

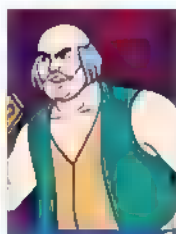
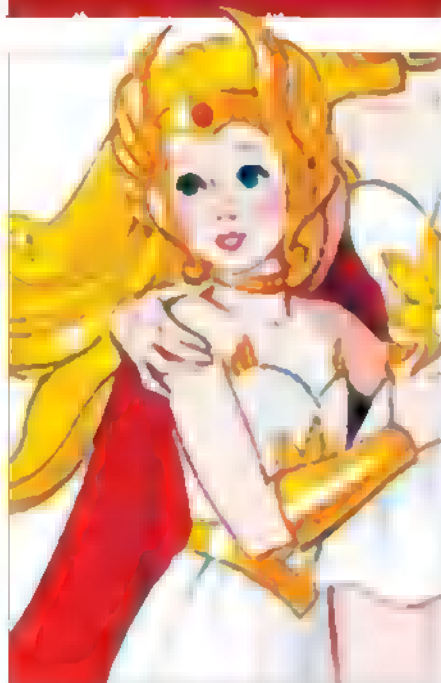
Inventing
Intelligence

**1983 FILMATION MOTU ANIMATED SERIES**

Short, squat, and dressed in ill-fitting clothes, Maddok was an inventor who wished to serve Skeletor by using his invention that controlled animals. He worked with Skeletor on a trial basis with the possibility of replacing Beast Man.

MAGNETO-BOOMERANG VENDOR**1983 FILMATION MOTU ANIMATED SERIES**

A gruff and impatient man, the Magneto-Boomerang Vendor had a stall in the Royal Palace street market. Like many of the vendors, his mood was improved by money.

**MAIA****1985 US MOTU MAGAZINES**

Maia was a young girl from the pleasant Etherian village of Skee. The daughter of villagers Thomas and Marta, she became infatuated with her hero, She-Ra. Maia even helped She-Ra save a Rebel fortress from the Horde.

MAJOR ANDREA STEELE

Earthlings

SPECIAL ABILITIES

Piloting spaceships

**1983 FILMATION MOTU ANIMATED SERIES**

Major Andrea Steele and Colonel Mark Blaze were astronauts from Earth who traveled through a vortex and arrived on Eternia. Andrea's father had taught her how to cook, and her mother taught her judo. Extremely clever and agile, she tricked Two Bad's heads into fighting each other before helping He-Man thwart an attempt by Skeletor to invade Grayskull.

MAJOR HEADER

Revenge Squad

WEAPONRY

Detachable spiked head on chain

SPECIAL ABILITIES

Detaching his head

2008 MOTU CLASSICS

Major Header was a member of Lady Slither's Revenge Squad. He was sent to Trolla by the Unnamed One. He had the ability to detach his own spiked head from his body and swing it at his enemies. He and the Revenge Squad attempted to defeat the Defenders of Trolla so the Unnamed One could seize the Overlords' Temple of Power.

**MALA**

Sorcery

1984 GERMAN MOTU AUDIO PLAYS

A witch collaborating with Skeletor, Mala pretended to be a well-meaning sorceress and obtained Teela's trust and friendship, eventually tricking her into stealing He-Man's Power Sword. After Orko stopped her from bringing the sword to Skeletor, an infuriated Mala rushed back to Snake Mountain. She rode in a rack wagon pulled by a unicorn.

MALLEK**TITLES**

The Wizard of Stone Mountain

SPECIAL ABILITIES

Sorcery

**1983 FILMATION MOTU ANIMATED SERIES**

A powerful young sorcerer, Mallek was more commonly known as the Wizard of Stone Mountain. In his youth, Mallek was at the City of Wisdom with Teela. He had a crush on her, but the relationship never developed. After she rejected his offer of marriage, a devastated Mallek spent years alone in his tower, claiming that he was held prisoner by the memory of the one he loved. After being taken advantage of by the Spirit of Evil, Mallek realized the error of his ways and finally accepted that Teela would never love him. Instead, he fell in love with his assistant Karyn, and the two of them began a relationship after Karyn saved Mallek's life. On a later occasion, Mallek was entrusted with guarding the Fountain of Life.

MALLY**1985 FILMATION POP ANIMATED SERIES**

When Mally's parents were taken captive by the Horde, she sought out the help of the Great Rebellion. Defiant and feisty, she was a freedom-loving soul who worked tirelessly to rid Etheria of the Horde. She married General Sunder after his defection from the Horde. The couple later had a daughter, Telzy.

**MAN CRYSTAL**

Defenders of Trolla

WEAPONRY

Crystal staff

**2008 MOTU CLASSICS**

Man Crystal was a member of the Defenders of Trolla who protected the Temple of Power against Lady Slither and the Revenge Squad. Riding a one-man flying platform into battle, he wielded a crystal staff that resembled the Staff of Avion.

MAN-AT-ARMS

Heroic Master of Weapons

Duncan

Heroic Warriors
Masters of the Universe
Heroic Defenders
Snake Men

Mace

Arm cannon

Blaster

Freeze ray

Inventing

Knowledge and mastery of armaments

Telepathy



1982 MOTU MINICOMICS

In his earliest depictions, Man-At-Arms was a famed weapons master whose people were renowned for their mastery of all armaments. He was a loyal ally to He-Man and the warrior-goddess Teela. Man-At-Arms was ever at the ready to assist in battle against Skeletor and his evil minions.

The Master of Weapons wore remarkable protective armor which featured complex technological components. In

one instance, this armor saved his life when he took an otherwise deadly blow from the airborne Wind Raider. Man-At-Arms often rode a Battle Chariot armed with a flame-throwing weapon.

1982 DC MOTU MINICOMICS

In the second wave of minicomics, the concept of Man-At-Arms being Teela's adoptive father was introduced. The Goddess of Grayskull left her cloned daughter in Man-At-Arms' care, and he raised her as his own. Naming her Teela in honor of the Goddess, Man-At-Arms trained her in the ways of battle.

Stationed at the Royal Eternian Palace, Man-At-Arms loyally served the king and queen and protected the surrounding lands alongside He-Man.

1982 DC MOTU COMICS

Sharing King Randor's disappointment in Prince Adam, Man-At-Arms was frequently frustrated throughout the DC MOTU comics, constantly berating Adam for failing to learn the lessons of combat he'd been taught. As the prince's mentor, Man-At-Arms feared Adam's lack of responsibility and progress would reflect poorly on himself. In this version, Man-At-Arms was not aware of Prince Adam's dual identity.

With a fondness for finely crafted weapons and the heat of battle, Man-At-Arms would race to He-Man's aid, proud to fight beside Eternia's hero. His armor concealed many tricks, including a variety of weapons, often catching his enemies off guard.

Remaining close to his daughter Teela, Man-At-Arms was always impressed by her bravery in battle.



1983 FILMATION MOTU ANIMATED SERIES

The Filmation MOTU animated series further fleshed out the character of Man-At-Arms. Duncan was taught by an intellectual named Rohad in his youth. The young man's eagerness often caused his projects to malfunction, prompting

Rohad to teach Duncan patience. As Eternia's Man-At-Arms, Duncan was in charge of the kingdom's defenses, especially at the Royal Palace. A master of invention, he could create or repair nearly any kind of machine. King Randor often turned to Man-At-Arms for advice and relied on him to summon He-Man whenever the kingdom was in danger. Man-At-Arms invented and built many of the weapons and vehicles used by He-Man and the other Heroic Warriors.

Though Man-At-Arms shared a father-son type of relationship with Prince Adam, he and He-Man fought alongside one another as comrades. Adam would often come to him for advice and guidance. Man-At-Arms was one of the few people who knew that Adam and He-Man were one and the same. When the Sorceress gave birth to Teela, she asked Man-At-Arms to raise her daughter. Sworn to conceal her mother's identity, Man-At-Arms gave Teela love, guidance, and training. He watched with fatherly pride as she became one of Eternia's bravest warriors.

Man-At-Arms carried many weapons, gadgets, and tools with him. Among these were bolas, a grappling-hook crossbow, a freeze ray, a laser, a tether line, and a laser sword.

With his inventiveness, mechanical skill, and fatherly guidance, Man-At-Arms was one of the most valuable and beloved members of the Heroic Warriors.

1983 GOLDEN MOTU BOOKS

The Golden books established that Man-At-Arms had trained Adam and Teela since they were children. Besides his other inventions, he also built Roboto.



1983 LADYBIRD MOTU BOOKS

In contrast to other media, Man-At-Arms was assisted in his workshop by little green-skinned servants known as Nerfins.

1983 KID STUFF MOTU RECORDS

A friend and confidant to Prince Adam, Man-At-Arms rode the giant falcon Zoar through Eternia's skies, scouting for trouble from Skeletor and his minions.

**1983 ITALIAN PIÙ MAGAZINES**

Man-At-Arms was known as a great gladiator in the *Più* comics. His weapon of choice was his Thunder Mace, but he was an expert in all types of combat. Loyal and self-confident, he did not fear anyone when he attacked with his assault tank, the Battle Ram. His favorite activity was building and testing new weapons.

1984 UK WORLD MOTU ANNUALS

The UK World MOTU annuals showed that Man-At-Arms harbored the hope that a relationship would blossom between Prince Adam and his adopted daughter Teela.

**1984 GERMAN MOTU AUDIO PLAYS**

A brilliant inventor, Man-At-Arms built countless vehicles and weapons for the Masters of the Universe, among them the Flip Trak, He-Man's Battle Armor, Stridor, the Timesling, and the Fenfire Mirror. He even modified and improved vehicles left behind by enemies. The weapons smith kept constructing new machines all the time, but also was a formidable warrior who accompanied He-Man on most adventures.

1984 GERMAN INTERPART-CONDOR MOTU COMICS

Man-At-Arms truly was a master of weapons and technology. As such, he kept enhancing his own armor by implementing features such as capture field energies he could shoot out of his hands or a force field protecting him from laser blasts. Man-At-Arms proved his skills by building vehicles such as the Wind Raider and Battle Ram as well as special machinery like the disintegrator and a remote-controlled robot spy to observe areas without harm. The Eternian weapons smith was one of few who knew that Prince Adam was He-Man. Man-At-Arms also was the adoptive father of Teela. Usually looking at things from a practical point of view and not having any romantic sense, Man-At-Arms raised Teela to become a brave warrior. In later adventures, he also began growing a mustache, in contrast to his earlier cleanly shaved look. Man-At-Arms used his technological skills to protect Eternia from the forces of evil.

**1985 FILMATION POP ANIMATED SERIES**

Building on his portrayal in the Filmation MOTU animated series, the POP series established that Man-At-Arms was one of the few people who remembered Adora's kidnapping, and he was overjoyed when she was reunited with King Randor and Queen Marlena. Later, he brought his scientific prowess to Etheria and aided in the Great Rebellion's battle against Shadow Weaver's Shadow Beasties.

**1986 MARVEL STAR MOTU COMICS**

Man-At-Arms possessed a gruffer personality in the Marvel Star comics than in other media, displaying far less patience with Orko's antics. When Prince Adam's Sword of Power was transported thirty years into the future, an alternate timeline was created where Skeletor conquered Eternia. Before he was killed, Man-At-Arms had the foresight to hide another time-travel device for the past Adam to find.

**1986 MOTU NEWSPAPER STRIPS**

Though largely consistent with the Filmation portrayal, the newspaper strips depicted an unseen side of Man-At-Arms' personality. He developed a romantic relationship with Lady Miranda, a member of King Randor's court and scientist from the city of Rondale. The couple were eventually engaged.

1986 UK MOTU COMIC MAGAZINES

In the UK comics, Man-At-Arms helped ensure that Prince Adam was given great wisdom in his upbringing, knowing that the boy was destined for something very important. As one of the Sorceress's closest confidants, Man-At-Arms, together with Orko, was one of the few people aware of the dreadful threat coming to Eternia while Skeletor was working to breach the Mystic Wall. When the day foretold by the Sorceress finally came, Man-At-Arms answered the Sorceress's summons and accompanied Adam to Castle Grayskull, where the prince gained the powers of He-Man. He-Man honored Man-At-Arms by inviting him to become the first member of the Masters of the Universe, the team he intended to form to defend Eternia. In addition to Man-At-Arms' skills with Eternian technology, he also demonstrated the ability to understand certain alien technologies.

In the first six issues Man-At-Arms did not have a mustache. However, as of issue seven, Man-At-Arms was given a mustache to better reflect his cartoon appearance.

**1987 MOTU FILM**

While generally consistent with other media, the live-action movie added a few traits to Man-At-Arms' personality. He was shown to have a weakness for food and often felt hungry during combat, though when Teela complained about this he was quick to point out that during the Siege of Crim he went for thirty days without

rations. It was implied that he was Teela's biological father, rather than her adoptive father, as in other canons.

1987 GERMAN EHAPA MOTU COMICS

Man-At-Arms was known to be a brilliant inventor and genius strategist. This made the Master of Weapons an essential part of the Heroic Defenders. Man-At-Arms was one of the few who knew that Prince Adam and He-Man were one and the same and served as Adam's trainer when the prince was still a youngling. Man-At-Arms was Teela's adoptive father and had a psychic connection to the Sorceress of Grayskull. The Master of Weapons was a formidable warrior who did not hesitate to attack numerous opponents to help his friends.

**2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES**

Mostly consistent with earlier canons, the MYP animated series provided some fresh insights into Man-At-Arms' character. A disciplined soldier and strategist, he was trained by Dekker and studied the ways of the Elders. Man-At-Arms led the Defenders of Eternia as Randor's second in command and was often leading the Masters of the Universe next to He-Man. He learned how to shield his thoughts and feelings from telepathy. He created a multipurpose battle mace which could transform into a telescope, flashlight, grappling hook, and other tools. His armor concealed a variety of tools and weapons, including blades, retractable hand and shoulder cannons, missile launchers, and more. On one occasion, Man-At-Arms was transformed into a Snake Man against his will.

Duncan had previously fought in the Great Unrest alongside his older brother

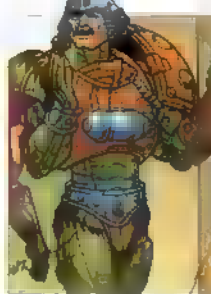


MAN-AT-ARMS

Fisto, but he had been estranged from Fisto for many years after the latter allegedly deserted his comrades in the heat of battle. The conflict with the Snake Men eventually brought the two brothers back into contact, and when Fisto saved his brother's life and injured his hand in the process, Man-At-Arms repaired Fisto's hand out of gratitude, converting it into a powerful mechanical fist. Relations between the two siblings remained frosty, as Man-At-Arms had trouble forgiving Fisto for his alleged desertion many years before, despite Fisto protesting his innocence.

2002 MVCREATIONS MOTU COMICS

Expanding Man-At-Arms' characterization from the MYP animated series, the MVCreations comics provided a glimpse into his greatest fear when he encountered Scare Glow. He feared the day when he would be too old and weak to be of service to the Masters of the Universe. Man-At-Arms was once thrust into a parallel dimension and traded places with an evil version of himself. He also took it very seriously whenever they lost good men on the battlefield.

**2008 MOTU CLASSICS**

Combining elements from other canons, the Classics introduced some new details of Man-At-Arms' life. Before he became the Man-At-Arms for King Randor, Duncan was a prodigy apprenticed to Dekker, and the pair traveled throughout Eternia. Duncan learned military strategy, diplomacy, weapon making, and personal combat in battles against Count Marzo. He and his brother, Fisto, became soldiers during the Great Unrest. When tragedy befell the Royal Family, King Randor invited Duncan to become his Man-At-Arms and assemble an elite force that would later be known as the Masters of the Universe.

Man-At-Arms used his technical expertise to create or enhance the abilities of many Masters of the Universe, including Roboto, Fisto, Mekaneck, and others. While Prince Adam searched for the magic Sword of Power, Man-At-Arms built a technological version as a temporary substitute.

After many years serving King Randor, Man-At-Arms was transformed into a Snake Man by King Hssss. His technical expertise served as an asset to the Snake Men until the Second Ultimate Battleground, during which he suffered a mortal injury from his former comrade Clamp Champ. Teela's magic restored his humanity long enough for him to express to her his love and pride before he died.



TRIVIA: After Man-At-Arms died, it was believed either his soul or his memory engrams were downloaded into his armor, as Man-At-Arms' suit of armor could be glimpsed fighting alongside the Heroic Warriors in the Third Ultimate Battleground.



IMAGE COURTESY OF DC COMICS

2012 DC MOTU COMICS

The 2012 DC comics established that Duncan and Randor had been close friends in their youth. When Duncan was severely weakened by the venom of a Leech, he began relying on advanced armor and weaponry to fortify his strength.

Duncan also became romantically involved with the Sorceress at some point in their past. Through this relationship, Teela was born, making Duncan her biological father in this continuity.

He helped He-Man when the Masters were transported to Earth and encountered many of its superheroes, including Batman and the Justice League.



IMAGE COURTESY OF DC COMICS

After the Horde used a satellite in space to attack, he converted Roboto into a spacesuit and was the first Eternian ever to travel into space. When he crashed back on Eternia, he was captured by Tri-Klops and subjugated to the Slime Pit. Under Skeletor's influence, Man-At-Arms, now dubbed "the War Wraith," tried to kill Prince Adam. When he was caught off guard by King Hssss in Adam's body, he was knocked down and the slime influence began to wane.

Man-At-Arms revealed before his capture that he'd managed to implant a microbomb into Tri-Klops's visor. The resulting explosion destroyed the shield around Castle Grayskull and created an opening to attack. Before the final battle, Duncan found his dying daughter Teela, who was no longer the Sorceress. Using what little magic he knew, he transferred his life essence into her, lovingly surrendering his life energy so his daughter could live.

MAN-E-FACES

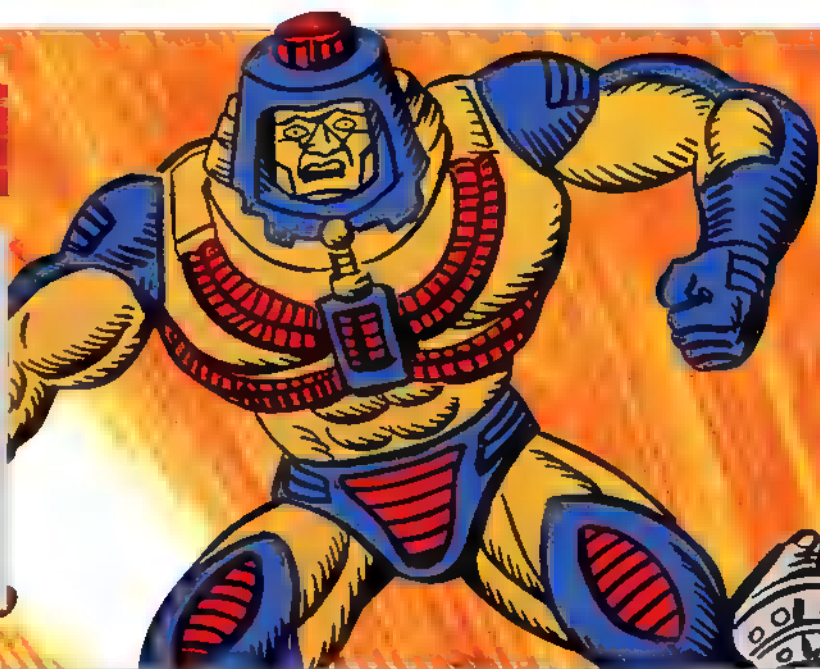
Human . . . Robot . . . Monster!
The Three-Faced Titan
Master of Disguise

Man-E-Robot
Man-E-Monster
Perkaedo

Heroic Warriors
Masters of the Universe
Heroic Defenders

Blaster
Staff
Mace

Face changing
Acting
Disguise
Technological analysis
Access to magic and spirits
Superhuman strength
Superhuman senses



1982 DC MOTU MINICOMICS

A renowned actor, Man-E-Faces delighted audiences throughout Eternia with his ability to bring roles to life. He wore many masks on the stage, though his small red domino mask did not hide the fact that he was dashing handsome. His talents as an actor inspired Skeletor to kidnap and force him to drink a noxious potion which transformed him into a rampaging monster. The Sorceress intervened and turned Man-E-Faces back into a human, but Skeletor appeared and forced him back into his monster form. This magical back-and-forth resulted in a third persona—a robot which was neither good nor evil. Although

He-Man ultimately rescued Man-E-Faces from Skeletor's clutches, the actor had permanently acquired the ability to change from man to robot to monster.

Man-E-Faces subsequently joined the Heroic Warriors, though the Sorceress harbored fears that Skeletor would attempt to use his alternate identities for evil.

1982 DC MOTU COMICS

While adding little to the character's portrayal, the DC comics established that Man-E-Faces could be controlled by the combined halves of the Sword of Power.



renowned throughout Eternia, performing before the nobles of the planet. He was able to change to other faces besides the robot and the monster, including Skeletor, Beast Man, and even Orko. His acting talents were later put to use by the Heroic Warriors when he disguised himself as Beast Man and infiltrated Skeletor's ranks. Man-E-Faces later developed a close friendship with Ram Man.

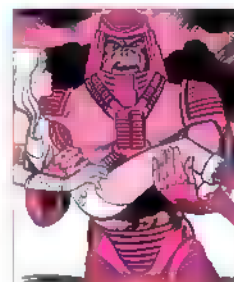


1983 GOLDEN MOTU BOOKS

The Golden books assigned special powers to each of Man-E-Faces' personas. With his human face, he was a skilled warrior; with his robot face, he gained intellect and the ability to trace targets; with his monster face, he acquired superstrength and could absorb dangerous blows.

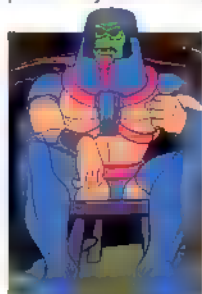
1984 UK WORLD MOTU ANNUALS

The UK World MOTU annuals provided another backstory for Man-E-Faces. Cursed by Skeletor, Man-E-Faces was burdened with three distinct personalities. As a human, he was kind and gentle; as a monster, he was destructive; as a robot, he would do the bidding of the first person to command him. Skeletor could bring forth his robot and monster personas with a blast of his sword, and Man-E-Faces hoped to one day find a way to break the Lord of Destruction's curse.



1983 FILMATION MOTU ANIMATED SERIES

Unlike his earlier depictions, Man-E-Faces was an outcast from society due to his face-changing abilities. In contrast to other canons, he retained his own personality when changing faces and had full control over the transformations.



Having been rejected by humanity, he adopted a bullying personality and terrorized the Widgets, who fearfully served him. After learning of this, Skeletor attempted to recruit him into his Evil Warriors, but Man-E-Faces refused to serve him, and after being rescued from Skeletor by He-Man, he changed his ways and joined the Heroic Warriors instead. Orko was the one who gave him the moniker "Man-E-Faces."

After joining the Royal Court, Man-E-Faces used his face-changing abilities to become an actor

1984 GERMAN MOTU AUDIO PLAYS

The German audio plays presented another tragic history for the character. Man-E-Faces and his beautiful daughter lived in Eternia's distant past. When a Kotanian scientist captured and experimented on Man-E-Faces with the intention of turning him into a living battle machine, Man-E-Faces' body was



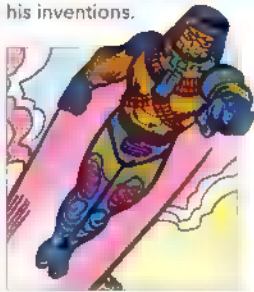
merged with that of a robot and an alien from another universe. Unwilling to be used to conquer the scientist's world, Man-E-Faces escaped through a time field, but his daughter became encased in materialized time and was presumed dead. Though the details remained murky, Man-E-Faces blamed Skeletor for his daughter's death.

He-Man met Man-E-Faces in the Mystic Mountains and saved him from great danger. They became friends, and He-Man was the only person

MAN-E-FACES

who knew of Man-E-Faces' past and which face was his real one. Later, He-Man and Man-E-Faces traveled into Eternia's past and rescued Man-E-Faces' daughter from a time funnel. They brought her to the present and she remained with her father.

Unlike in other portrayals, Man-E-Faces' robot persona allowed him to analyze architecture, and his monster one granted him the ability to discover things unseen by others from the realm of magic and spirits. He particularly disliked dishonest people, and he occasionally assisted Man-At-Arms with his inventions.



1984 GERMAN INTERPART-CONDOR MOTU COMICS

The Condor comics depicted Man-E-Faces' struggle with his three personalities. He even went so far as to travel to the "world between worlds" in an attempt to split his human, robot, and monster selves apart. In a significant departure from other canons, Man-E-Faces had the power of flight.

1986 UK MOTU COMIC MAGAZINES

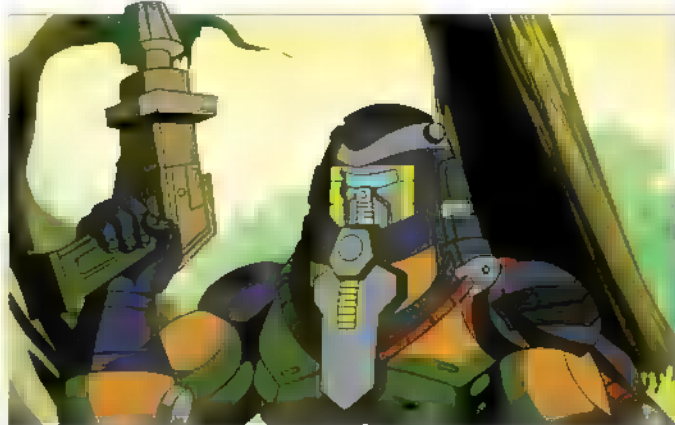
With a similar background to the minicomics, suffering from a curse inflicted upon him by Skeletor, the UK comics depicted Man-E-Faces as a hermit living in the Seriffin Desert, where he had retreated in order to isolate himself from society so he couldn't endanger others with his alternate personalities. His only company in his desert camp was a Medi-Droid that assisted him in his endless research, in the hope of finding a cure for his condition. He maintained radio contact with the Heroic Warriors and would summon them via the radio system in the event of an emergency.



2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES

The MYP animated series offered some additional color to Man-E-Faces' character. His robot and monster forms were dubbed "Man-E-Robot" and "Man-E-Monster," respectively, and his weapon could transform into a blaster or a mace to complement his current persona. As Man-E-Monster, he displayed an enhanced sense of smell, allowing him to track his enemies. His robot form allowed him to scan his environment and subjects. He was also able to recall information from his database memories.

He prided himself on being a method actor who committed himself fully to his roles, but this strength was turned into a weakness when Beast Man gained control over Man-E-Monster. Feeling guilty at having unwittingly helped the evil forces, Man-E vowed never to play the role of the monster again. However, he later found himself with no choice but to resume this



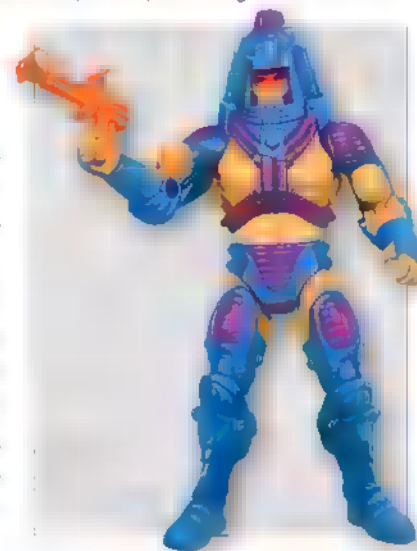
persona in order to save He-Man, and when Beast Man tried to control him once again, Man-E-Faces found the strength within himself to break Beast Man's control. He declared afterward that he had full control over himself and determined what he wanted to be.

It was also revealed that Man-E-Faces' suit helped him control his transformations. When all technology on Eternia was disabled by an evil scheme, Man-E-Faces was shown stuck between his human and monster faces. He was unable to adjust without the use of his suit.

2008 MOTU CLASSICS

In an expansion on earlier portrayals, Perkaedo, the Master of Disguise, drank a magic potion concocted by Skeletor prior to performing for Prince Adam's eighteenth birthday. The potion transformed him into a powerful, evil monster, but He-Man and the Sorceress attempted to cure him. Instead, they inadvertently split him into three personalities, and Man-E-Faces was born as a member of the Masters of the Universe.

Man-At-Arms built Roboto to challenge Man-E-Faces' robot intellect. When the Etherian Rebels came to Eternia to assist the Masters of the Universe, Peekablue met and fell in love with Man-E-Faces. After their victory in the Second Ultimate Battleground, they chose to remain together on Eternia.



MAN-E-FACES II



King He-Man's Masters of the Universe

Generating bursts of tachyon particles

2008 MOTU CLASSICS

Man-E-Faces II was a member of King He-Man's new Masters of the Universe, portrayed with a simple green-and-white design with a clock-shaped emblem on his chest. He helped defend Eternia from enemy attacks and used his unique abilities in conjunction with Spector and the Time Agents to hide Prince Dare, the new owner of the Sword of Power, by sending him into the past. Man-E-Faces II later took part in the Third Ultimate Battleground, fighting on Prince Dare's side after he returned from the past to defeat the Unnamed One.

MANGOR THE HORRIBLE



1983 FILMATION MOTU ANIMATED SERIES

Mangor the Horrible was a balding man with an eye patch. Apparently a notorious criminal, he was held prisoner in the dungeons of the Royal Palace. Little else was known about him, save for the savage nature that matched his name.

MANTENNA

Evil Spy with the Pop Out Eyes

Crossbow

Glieeb-Tolio Jak-Us

Extendable eyes on stalks
Sight over great distances
Various blasts from eyes
Superhuman senses

Evil Horde

Rebrunk Nurus



1983 MOTU MINICOMICS

In the minicomics, Mantenna was a loyal servant of the ruthless Hordak. He possessed a bizarre insectoid appearance with large, ear-like protrusions on either side of his head. His bulbous eyes could extend from their sockets on long stalks. Mantenna's eyes possessed at least two known powers: They could act as powerful sensors which helped

Mantenna determine his foes' battle plans. Additionally, his eyes were capable of firing disabling electric blasts at his enemies.

1984 UK WORLD MOTU ANNUALS

Though largely consistent with other media, the World annuals depicted Mantenna as a skittish, jittery member of the Evil Horde who was easily frightened.



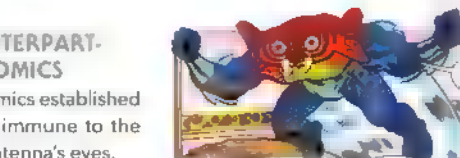
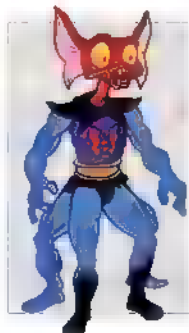
1984 GERMAN MOTU AUDIO PLAYS

In the German audio plays, Mantenna arrived on Eternia alongside Hordak but did not immediately make himself known to the Masters of the Universe. He convinced Man-At-Arms that he was a fellow inventor and captured him for Hordak and Skeletor. At first pretending to be very humble, Mantenna was in fact

rather sadistic, as he felt delight at the thought of Man-At-Arms being killed by snakes.

1984 GERMAN INTERPART-CONDOR MOTU COMICS

The German Condor comics established that only Skeletor was immune to the stun rays fired from Mantenna's eyes.



1985 FILMATION POP ANIMATED SERIES

A product of Horde science, Mantenna was a powerful, if bumbling, member of the Evil Horde. His eyes, extendable on long stalks, allowed him to spy over great distances and could fire a variety of blasts, including stun rays, balance-distorter rays, and freeze beams.

Often the target of Hordak's wrath for his incompetence, Mantenna was frequently the victim of the Horde leader's trapdoors.



1986 UK MOTU COMIC MAGAZINES

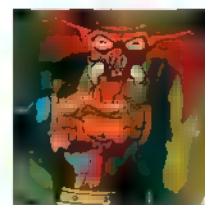
The UK MOTU comics depicted Mantenna as a power-hungry character who sought riches and material wealth. He was always eager to assist Hordak in his schemes in the hope that when Hordak conquered Eternia, he would leave Mantenna to rule it.

1986 UK POP COMIC MAGAZINES

In the UK POP comics, Mantenna enjoyed the Season of Goodwill, much to Hordak's dismay. The Horde leader made him get rid of his Season of Goodwill tree.

2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES

Mantenna had only a brief appearance in the MYP animated series. In Eternia's ancient past, Mantenna participated in Hordak's attack on Castle Grayskull and was shown to shoot laser beams from his eyes as King Grayskull. He and the rest of the Horde were banished to Despondos.



2008 MOTU CLASSICS

Utilizing elements of established canons, the Classics offered some additional details. Once Glieeb-Tolio Jak-Us, a Rebrunk Nurus from the planet Phelibio IX, Mantenna served the Horde as an advance scout with inhuman agility, hypersensitive ears, and periscope scanners. He fought alongside the rest of the Horde in the First and Second Ultimate Battlegrounds.

2012 DC MOTU COMICS

The 2012 DC MOTU comics portrayed Mantenna as a direct and forthright commander in Hordak's army.

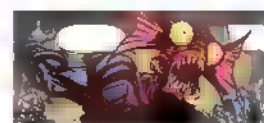


IMAGE COURTESY OF DC COMICS

MARA

MARA

Heroic Ambassador of Peace
Queen of the Mytes

Hair flail
Blaster
Staff

Mara of Primus

Galactic Guardians
Galactic Protectors
People of Primus

Intelligence
Hand-to-hand combat



1986 MOTU NEWSPAPER STRIPS

A stern and highly intelligent apprentice to the philosopher Master Sebrion, Mara had a brusque, no-nonsense demeanor. She was described as "the coldest fish in the sea of Priman women," yet she and He-Man developed a romantic attachment during He-Man's time on Primus. The pair shared an embrace and kiss before He-Man returned to Eternia.

1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES

The *New Adventures of He-Man* animated series presented a different characterization for Mara. A young assistant of Master Sebrion, Mara supported him in his role as leader of Primus and looked after his general well-being.



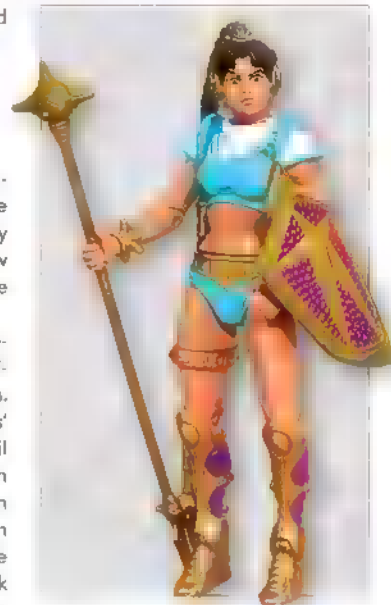
Though she had led a relatively peaceful life, she was forced to participate in the battle against the Mutants. Often present in Master Sebrion's home alongside his "nephew," Adam, she noticed that Adam was never around when there was trouble. He always seemed to rush off before He-Man arrived. Master Sebrion and He-Man knew that she was close to

discovering his secret identity, and they tried to allay her suspicions. Mara and He-Man grew close, and hints of a romance developed between them.

When Skeletor and the Mutants launched a full-scale invasion of Primus, Mara fled into the wilderness with He-Man, and they built a rebellion that gradually grew in size until they were able to drive back the Mutants.

Mara was selected as the representative for Primus during negotiations with the Mytes of Necron. After helping to rescue the Mytes' leader, President Pell, from the evil Gleanons, she was asked to remain on Necron. During her stay on Necron, Mara and Crita formed an intense rivalry. After she saved the Mytes' capital from a Gleanon attack led by Crita, President Pell made Mara the Queen of the Mytes. She swapped her old white tunic for new blue armor and grew her hair out to such a length that she could braid it and use it as a flail.

As a new member of the Galactic Guardians, Mara took a more active role in defending the Mytes. Mara and He-Man ended up in battle with Skeletor and Crita during the end of the war with the Mutants. Mara was instrumental in helping He-Man defeat Skeletor as she battled Crita.



TRIVIA An action figure for Mara had been planned for the 1990s He-Man line and made it to the prototype stage before the toys and animation worlds collided.

MARAN



1983 MOTU MINICOMICS

Maran was the beautiful daughter of Torgul. She was engaged to be married to Prince Dakon. The evil Geldor once kidnapped Maran in order to force her father to reveal the whereabouts of the fabled Secret Liquid of Life.

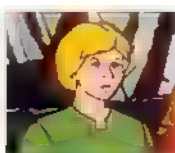
MARCUS

1985 FILMATION POP ANIMATED SERIES

The son of a baker, Marcus wanted power and fame. He believed that the Crown of Knowledge would help him achieve both. Ultimately, he realized the error of his ways and the value in being a baker.



MARSH



1985 FILMATION POP ANIMATED SERIES

Caleb's son and Drew's older brother, Marsh was an accomplished tight-rope walker.

MASHULA



1984 UK WORLD MOTU ANNUALS

Mashula and her husband, Tastig, lived in the Eternian village of Klant. A close friend to Prince Adam, she invited him to her baby's naming ceremony.

MASQUE



Lord Masque

Demon Mask

Sorcery
Teleportation
Shape shifting

1983 FILMATION MOTU ANIMATED SERIES

Masque was a servant of the dark sorceress Shokoti. He possessed powerful dark magic and could disguise himself, leading his enemies into danger. He often carried out his missions with uneasy alliances, including some with Trap Jaw and the Reptile Men. Masque's Demon Mask was the source of his power. It could fire out deadly beams and channel his shape shifting. It was revealed that Masque was nothing more than a shadow.

2008 MOTU CLASSICS

Lord Masque spent centuries in the Sands of Time searching for the House of Darkness, the enchanted prison of his mistress Shokoti. He finally located her temple and raised it from the sands, but He-Man thwarted his plans. More of an evil shadow than a man, Masque could transform into smoke to make his escape. He was one of Count Marzo's teachers, and his power came from his demon mask, which he stole from Eldor long ago.

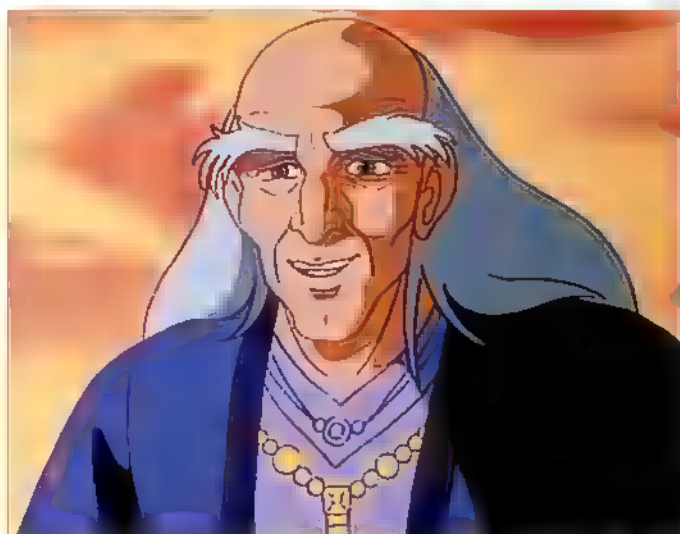
DISGUISES



RACCA: Racca was a disguise and persona assumed by Masque to trap Prince Adam and his companions. He led them into the territory of the Reptile Men.

1983 | Filmation MOTU Animated Series

MASTER SEBRIAN



People of Primus
Galactic Protectors

Staff

Sorcery
Telepathy

1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES

Master Sebrian was the wise leader of the people of Primus, ruling alongside the Inner Council. He knew that as the Mutants continued to attack Primus, the strength of the Inner Council was failing, and the shield would ultimately be brought down, dooming their planet. Seeing that a major event was coming, Sebrian had the great Scientists of Primus

create a time vessel to bring the power of the good and the way of the magic from the distant past to protect the planet. After He-Man's arrival, he revealed

his secret identity as Adam to Sebrian, and Master Sebrian suggested that they keep his secret by having Adam pose as his nephew, a trader from Levitan. Sebrian took Adam into his home and became his mentor.

Sebrian was an enigmatic figure; he claimed to be centuries old, but was very active for a man of his advanced years. He wanted peace but understood the necessity of defending Primus against the Mutants. A wizard with great magical ability, he owned a large library of books containing arcane knowledge. He was the host of a meeting for other magic users arriving from across the Tri-Solar Galaxy. He could communicate with others telepathically and even reach out across time to communicate with the Sorceress.

TRIVIA Master Sebrian's exact age remains a mystery; he was apparently old enough to know Dukan, a hero stated to be centuries old, but he also went to school with Treylus, who did not seem so advanced in years.

2008 MOTU CLASSICS

The Classics canon provided a few tidbits about Master Sebrian. Master Sebrian was Mara's teacher on Primus during He-Man and She-Ra's years in the Tri-Solar System. Many years later, Master Sebrian appeared among the spectators at King He-Man's coronation on Eternia. He worked with Queen Teela and other powerful magicians to prevent the Unnamed One's casting of the Spell of Separation from destroying Eternia. Finally, he appeared among the army of the Masters of the Universe led by Prince Dare against the forces of the Unnamed One in the Third Ultimate Battleground.



MAXIS

MAXIS

Blaster
Laser goggles



1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES
Maxis had been banished to the planet Omega-4 by Skeletor. He discovered a supply of Black Omega gas there and planned to use it to destroy the shield around Primus. He liked to refer to himself as "Maxis the Invincible."

MAYOR DINON



1986 UK MOTU COMIC MAGAZINES
Binon was the mayor of Sven-Town in the barren North Fields of the Fright Zone on Eternia. A stern and burly man, he was very concerned when his council was unable to pay its taxes to the Horde.

MAYOR GUPPI



Mayor of the Elves of Seaworthy

Leadership

1985 FILMATION POP ANIMATED SERIES
Mayor Guppi was the respected leader of the elves of Seaworthy. He confronted the Horde on their behalf to the best of his ability. He was hindered by his diminutive stature.

MAYOR OF ELBERON

1985 FILMATION POP ANIMATED SERIES
The Mayor of Elberon was a large gentleman who enjoyed the pomp and ceremony of speaking to his people. His speech was so long winded that both Bow and Kowl went for a walk.

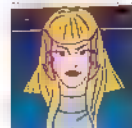


MAYOR ZEEKA

AFFILIATIONS
Evil Mutants

1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES

Zeeka became the mayor of Gorn City after she defeated the previous mayor, Korac, in the election. Unlike her predecessor, Zeeka genuinely cared about the people of Gorn City and was dedicated to restoring law and order. To this end, she employed Flipshot, and later Meliac, as the sheriff of the city.



MEDI-DROID

SPECIAL ABILITIES
Medical research

1986 UK MOTU COMIC MAGAZINES

The Medi-Droid was Man-E-Faces' only company at his secret desert camp. Its function was to aid in his research to find a cure for his split personalities and to detect approaching life forms. Whenever it sensed humans nearby, Man-E-Faces would sink the camp beneath the ground and retreat into hiding to avoid the risk of harming someone. More optimistic than its master, the Medi-Droid felt Man-E-Faces was overreacting by retreating from all human society.



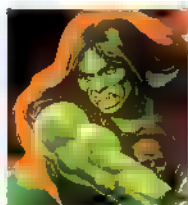
MEGATOR

TITLES
Evil Giant Destroyer

Evil Horde
Snake Men

WEAPONRY
Giant spiked ball and chain

Strength



1982 MOTU TOY LINE

Eons ago, the gigantic destroyer known as Megator rampaged throughout Preternia with his immensely powerful kick and his dreaded ball and chain. Megator was opposed by the forces of good, comprising the brave warrior-wizard He-Ro and his allies. The giant was hideous in appearance with green skin, long, claw-like fingernails, and sharp fangs.

1987 ITALIAN MAGIC BOY MAGAZINES
In contrast to his better-known Preternian origins, *Magic Boy* magazine depicted Megator as a powerful giant created by the mad scientist Torvus at Skeletor's behest. The creature was brought to life via a combination of Torvus's science and, unbeknownst to both Skeletor and Torvus, Evil-Lyn's magic. The

uncontrollable, green-skinned monster rampaged across the present-day Eternian countryside as he wielded a gargantuan ball and chain. Skeletor, Evil-Lyn, and Orko all simultaneously tried to control Megator with their magic, which caused the giant to collapse under the mental strain of their attempted mind control.

2008 MOTU CLASSICS

Megator was an evil giant who served Hordak during the Great Wars after Tytus and other giants from the Mountains of Perpetua sided with King Grayskull. Megator was a rampaging menace on Preternia, destroying many peaceful settlements. In the hope of goading the giant Tytus into battle, Megator attacked a city on Anwat Gar until a disguised, time-traveling He-Man stopped him.

First Megator joined the Evil Horde fighting Grayskull's Masters of the Universe during the Second Ultimate Battleground. During the climactic battle, Tytus, outraged by the death of his friend He-Ro, defeated Megator by throwing him into the iron jaws of the Central Tower. He perished when the tower sank into Subternia. Five millennia later, King Hssss discovered Megator's remains and magically reanimated him as a mindless zombie. The enslaved and undead Megator fought in the Second Ultimate Battleground, where he was again defeated and finally destroyed.



MEKANECK

Heroic Human Periscope
The Galactic Scout

Orius

Mace

Heroic Warriors
Masters of the Universe
Heroic Defenders

Mechanically extendable neck
Ability to see over long
distances



1983 FILMATION MOTU ANIMATED SERIES

During a severe storm on Dragon Mountain, an unnamed man and his son, Philip, were separated. The father sustained an injury to his neck and was rescued by Man-At-Arms. In order to save the man's life, Man-At-Arms gave him a bionic neck. Grateful, the man, now known as Mekaneck, remained at the Royal Palace and served King Randor. He participated in battles from time to time alongside He-Man, serving as a scout. Later, he discovered that the evil Count Marzo had rescued his son after the storm and was using him as a slave. Mekaneck helped rescue Philip from Marzo's clutches and was finally reunited with his son. Mekaneck worked alongside the Heroic Warrior Buzz-Off on more than one occasion, both using their spying abilities to aid He-Man.



1984 GERMAN INTERPART-CONDOR MOTU COMICS

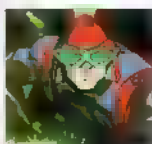
In addition to his roles in other media, the Condor comics depicted Mekaneck, here dubbed "the Galactic Scout," as an astronaut who would take the Talon Fighter into space.

1986 UK MOTU COMIC MAGAZINES

Though largely consistent with other media, the UK comics established that Mekaneck had a fondness for games and sports and was as skilled as He-Man in many of these areas.

1987 GERMAN EHAPA MOTU COMICS

In the Ehapa comics, Mekaneck's mace could project powerful blasts capable of cracking the ground.



2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES

The MYP animated series gave Mekaneck some additional abilities not seen in earlier canons. His neck would bend and twist in incredible ways, allowing him to see around corners or even blind enemies. His goggles possessed

night vision. He could even use his neck's extensibility to ram obstacles.

After Mekaneck was tricked into retrieving Count Marzo's amulet, he and Marzo developed an adversarial relationship. This brought Mekaneck's insecurities about his powers to light, but the other Masters of the Universe eventually reassured him of his importance to the group.

2008 MOTU CLASSICS

The Classics canon introduced a new backstory for how Mekaneck gained his unique power. Gravely injured during the Great Unrest at the Battle of Avion, the young warrior Orius was taken by his comrade, Duncan, to Castle Grayskull. The Sorceress combined magic and science to replace his neck with a mechanism made up of microscopic nanite machines, allowing him to extend his neck to nearly limitless lengths.

As a member of the Masters of the Universe, Mekaneck often partnered with Buzz-Off on reconnaissance missions. Later, King Hssss used the Serpent's Ring to transform both Man-At-Arms and Mekaneck into Snake Men.



1983 MOTU MINICOMICS

Mekaneck was an Eternian hero and brave member of the Heroic Warriors. He had an extending cybernetic neck which enabled him to spy on enemies. The degree to which he could crane his neck was unknown, though he was once able to extend it far enough to read the writing on the mysterious Obelisk.



1983 GOLDEN MOTU BOOKS

The Golden books emphasized Mekaneck's role in reconnaissance for the Heroic Warriors. A spy and tracker, Mekaneck remained a largely mysterious figure.

1984 GERMAN MOTU AUDIO PLAYS

In their portrayal of the character, the audio plays depicted Mekaneck as a prideful and self-assured member of the Heroic Warriors. He boasted that he could even see what was happening between the stars. Even He-Man occasionally lost his patience with the scout, as Mekaneck had a tendency to praise himself rather than reveal what he had discovered. As scouts for the Heroic Warriors, Mekaneck and Stratos maintained a friendly rivalry, though their disputes did grow heated at times.



MEKANECK

They fought against the Masters during the Second Ultimate Battleground. Mekaneck vanished with the other Snake Men when Orko cast the Spell of Separation.

2012 DC MOTU COMICS

The 2012 DC comics established a special friendship between Mekaneck and Teela. As a six-year-old child, Mekaneck was taunted and teased by other children for his strange ability. Declaring him her boyfriend, Teela put a stop to the torment and said that anyone wanting to get to Mekaneck would have to go through her.

MELAKTHA

Archaeology
Knowledge of history



1983 FILMATION MOTU ANIMATED SERIES

Wise and slightly cantankerous, Melaktha served as the Royal Archaeologist for the Eternos Kingdom, a position he held with immense pride. He could decipher ancient codes and languages. He led expeditions across Eternia to unearth the planet's oldest ruins and

best-kept secrets. Melaktha was often accompanied by his young apprentice, Stanlan.

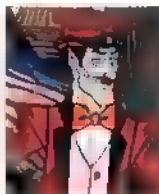
On occasion, Melaktha was short tempered. He would jump to conclusions, assume the worst of others, and struggle to accept unfamiliar customs. Despite these flaws, Melaktha had a good heart and always did his best for the Eternian people.

MELBRAG

Swindling
Telekinesis

1983 FILMATION MOTU ANIMATED SERIES

Melbrag was a trickster masquerading as a suave entertainer. He preyed on the weak willed, making as much money as possible from each world he visited. While on Eternia, he obtained Coridite, which he intended to sell to Skeletor.



TRIVIA: Melbrag's name is an anagram of the word "gambler."

MELDOC

People of Primus

Vast scientific knowledge



1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES

One of the four great Scientists of Primus, Meldoc was the largest and mellowest. He maintained a cheerful demeanor, but his ego was just as large as those of his colleagues. Rather absent minded, he had a habit of falling asleep on the job.

TRIVIA: The series bible described Meldoc as having unruly locks of hair, but the cartoon depicted him as bald. It also described Meldoc as being particularly lazy—to the point of creating robots to move him around, a concept which did not carry over into the series.

MELIAC

Galactic Guardians

Blaster



1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES

Meliac was a cyclopean trader and miner from Gorn City on the planet Denebria. Before He-Man and Skeletor arrived in the future, Meliac's son was killed in a cave-in at the Gornworks Mine. He was contacted by Skeletor, who used him to lure He-Man into a trap. When the scheme failed, Skeletor attempted to kill Meliac, but He-Man intervened and saved his life.

Indebted, Meliac became an ally of Primus on Denebria and He-Man's contact in Gorn City. After Flipshot's failed attempt at being sheriff of Gorn City, Meliac stepped in and took over the office, bringing in his own allies to serve as his deputies. He kept an eye on Mutant activity and relayed any information on Skeletor and Flogg's schemes to the Galactic Guardians. He was an honorable Mutant with a strong sense of ethics.

MELINDRA

People of Primus



1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES

Melindra was a woman from Primus who claimed to be He-Man's biggest fan. She was certainly his most obsessive, constantly trying to meet him and snapping pictures at every opportunity.

MELOG

Strength

1985 FILMATION POP ANIMATED SERIES

The Melog was a creature composed of mud and swamp water from Skull Path. It possessed no emotions of its own, but when She-Ra used the Sword of Protection to transform it into a woman, it became a virtual clone of She-Ra.



TRIVIA: "Melog" is a deliberate backward spelling of "golem."

MENDOR

Heroic Warriors

Healing magic

2012 DC MOTU COMICS

Using healing magic, Mendor attended to those requiring medical attention for the Eternos Kingdom. During the Eternity War he helped heal Snake Men too, though he confessed that he was not too familiar with how to treat them. He had the distinct honor of having delivered Prince Adam and Princess Adora when they were born.



IMAGE COURTESY OF DC COMICS

At some point during the Horde invasion, his body was consumed by King Hssss. Hssss took advantage of Mendor's position and magically poisoned all the Snake Men.

MER-MAN

Ocean Warlord
The Evil Lord of the Oceans

Squidish Rex

Evil Warriors
Mer-People
Sea-People
Monster Warriors
Neptunians
Demons of Evil

Sword of Rakash
Trident

Skilled combat above or below water
Telepathic control of sea creatures
Control of ocean waters
Control of seagulls
Control of algae
Razor-sharp teeth



1982 MOTU MINICOMICS

From his earliest appearance in the minicomics, Mer-Man was Skeletor's scaly servant of the sea. The cyan-colored Ocean Warlord wore yellow armor. He possessed great strength, with the ability to fight both above and below water. Mer-Man seemingly had the ability to control sea life and once threw an unconscious He-Man into the water.

ter to face off against an octopus-like beast. His sword could project blasts that turned into ice. Although he was subservient to the Lord of Destruction, Mer-Man wished to be Skeletor's equal.

1982 DC MOTU COMICS

Treated harshly by Skeletor, Mer-Man betrayed his master and set out to obtain both halves of the Sword of Power himself. Since he and his Mer-People were native to Eternia, he viewed Skeletor as an interloper.



1983 FILMATION MOTU ANIMATED SERIES

The Filmation animated series added much to Mer-Man's characterization. He could telepathically control sea creatures, manipulate tides and waves, and occasionally carried a trident that could project blasts of energy. He was most successful when acting independently of Skeletor. Mer-Man possessed razor-sharp teeth and a tendency to leave seaweed behind in his wake.

He spoke with a distinct gurgle.

1983 MOTU MINICOMICS

Just as in other canons, Mer-Man was an aquatic Evil Warrior who served Skeletor. As he was a water creature, Mer-Man could move at great speeds and dive to great depths when in his natural aquatic environment. In addition, Mer-Man was a skilled combatant both on land and in water. He possessed the ability to control aquatic animals and was fond of using dangerous sea creatures to attack the Heroic Warriors.



TRIVIA: Bizarrely, in the minicomic *Leech: The Master of Power: Section Unleashed!*, Mer-Man sported a beard.



1983 GOLDEN MOTU BOOKS

Unlike portrayals of Mer-Man in other media, the Golden books stated that he was native to the swamplands of Eternia.

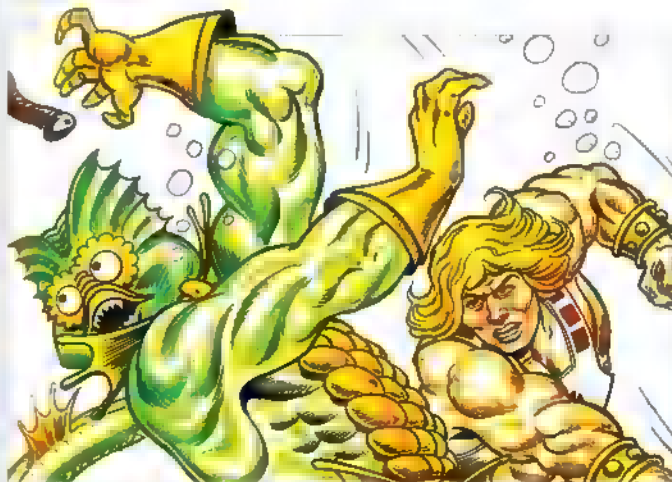
1983 LADYBIRD MOTU BOOKS

The Ladybird books presented a unique portrayal of Mer-Man. An Ocean Warlord who occasionally worked for Skeletor, Mer-Man ruled the crab-like Sea-People from a throne of slimy seaweed. He and his people had mastered the use of Zero-Energy, allowing them to freeze things, and Aquapower, allowing them to scan their surroundings and control the sea.

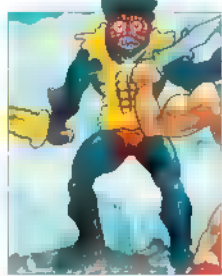


1984 UK WORLD MOTU ANNUALS

In contrast to other depictions, the World annuals established that Mer-Man's powers were connected to the tides and, by extension, the positions of Eternia's moons.



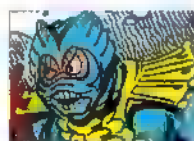
MER-MAN

**1984 GERMAN MOTU AUDIO PLAYS**

With a rather darker take on the character, the audio plays depicted Mer-Man as having an intense rivalry with Skeletor. He frequently plotted ways to overthrow his master. He had command over his underlings, the Neptunians, and preferred to defeat his enemies by drowning them whenever possible. In addition to controlling sea life, Mer-Man could also command seagulls to do his bidding.

1984 GERMAN INTERPART-CONDOR MOTU COMICS

Though largely consistent with other media, the Condor comics emphasized the fact that Mer-Man often criticized and disagreed with Skeletor. He even went so far as to join forces with Zodac to confront his master when one of Skeletor's schemes threatened Eternia's oceans.

**1986 UK MOTU COMIC MAGAZINES**

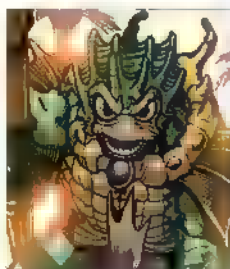
In contrast to many of his earlier portrayals, the UK comics depicted Mer-Man as particularly eager and willing to please Skeletor, hoping to become his second in command.

1987 GERMAN EHAPA MOTU COMICS

Only rarely fighting alongside the other Demons of Evil, Mer-Man was a demonic lord of the sea, loyal to Skeletor.

**2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES**

In the MYP animated series, Mer-Man made his home in the Sea of Rakash. He was instrumental in bringing down the Mystic Wall when he found the Coridite Crystal. It was made clear that the oceans were his domain. Both the heroes and villains had to tread carefully.

**2002 MVCREATIONS MOTU COMICS**

Building on his portrayal in the MYP animated series, the MVCreations comics presented some backstory for Mer-Man. As the self-appointed king of the seas, Mer-Man became embroiled in a battle with Aquarus for dominance over an underwater settlement not yet under his control. Mer-Man realized he won the war, but in the process lost his kingdom. He joined the Evil Warriors soon after.

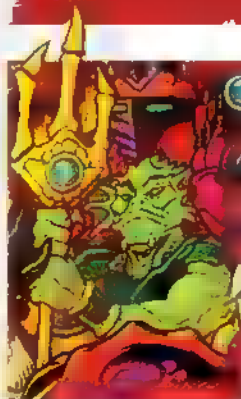
**2008 MOTU CLASSICS**

Combining earlier depictions, the Classics canon also offered new details about Mer-Man. Once Squidish Rex, Mer-Man ruled the under-sea realms until a battle with rival ocean clans destroyed his kingdom. He entered service to Skeletor and reluctantly ascended from the Sea of Rakash. Mer-Man battled alongside Skeletor and the Masters of the Universe during the Second Ultimate Battleground. During the battle, the Evil Warriors turned on the Masters. Mer-Man and Mermista battled in the ocean. Although the battle was intense, Mermista took Mer-Man's own trident and decapitated him.

**2012 DC MOTU COMICS**

In the 2012 DC comics, while Skeletor ruled over Eternia, Mer-Man I, the first son of the Ocean Lord Nauticus Aquaria, ruled the seas. Unusual for depictions of the character, he was portrayed as especially courteous, even to his enemies—when Teela plunged a blade through his chest, he was tough enough to survive it and merely considered the act to be of poor taste.

TRIVIA: Mer-Man was depicted with a tail, in contrast to other media.

MER-MAN II

ORIGIN
Skeleteen's Evil Warriors

WEAPON
Trident

2008 MOTU CLASSICS

Mer-Man II was one of the warriors recruited by Skeleteen and Evil-Lyn on the Moon of Droom. He fought in the Third Ultimate Battleground as one of Skeleteen's warriors fighting for the Unnamed One.

MERMISTA

Mermaid Friend of She-Ra
Princess of Salineas
Queen of the Etherian Oceans

Elaysia

Great Rebellion

Water necklace

Transforming lower body from
human legs to mermaid's tail
Telepathic control over water
creatures
Breathing underwater
Magical manipulation of water

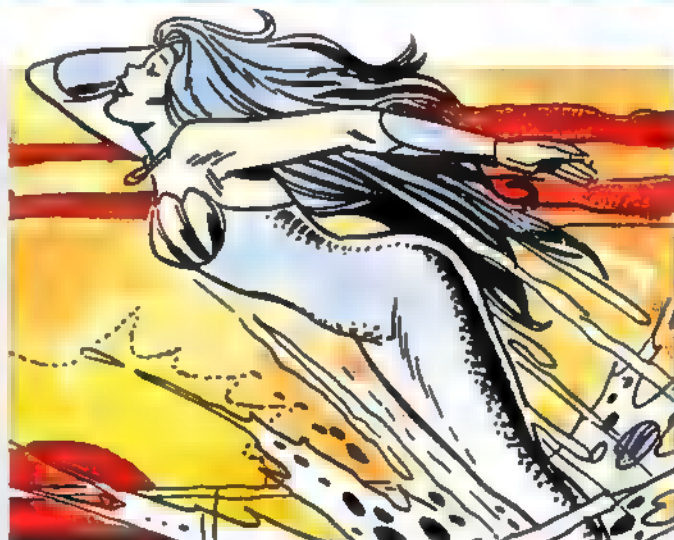
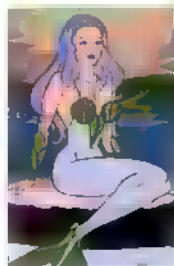


1985 FILMATION POP ANIMATED SERIES

Mermista was the brave princess of the kingdom of Salineas, an underwater city of Mer-Folk. She was the only one of her race to support the Great Rebellion, with her father, King Mersia, deciding not to confront the Horde. As a being that lived underwater, Mermista had numerous abilities. The source of her and her people's abilities was the Power Pearl, a magnificent gem located in Salineas. This treasure also allowed them to transform their fins into human legs and back again. In addition

to these physical abilities, Mermista could communicate telepathically with the creatures of the sea. While she lived in Salineas, Mermista could often be found

■ the Crystal Falls.



1985 POP MINICOMICS

In the POP minicomics Mermista was a mystical mermaid who dwelled in the beautiful Crystal Falls. She was ■ devoted friend to She-Ra, and her aquatic prowess was invaluable to the Great Rebellion.

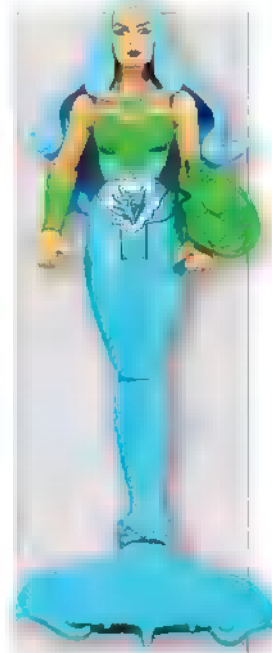
When Mermista wished to travel on land, she was able to magically transform her natural mermaid tail into a pair of human legs. She was also able to communicate with aquatic animals. Additionally, Mermista wore ■ magical amulet around her neck which could spray a concentrated stream of water at her enemies.

1986 UK POP COMIC MAGAZINES

In the UK comics, Mermista was a mermaid and water nymph who ruled a kingdom beneath the Silver River from the Coral Castle. Though she loved her friends in the Great Rebellion, she considered the dolphins and other sea creatures her true family. She considered her kingdom to be paradise and spent most of her time engaging in underwater fun and frolics with the sea creatures, but when her services were required by She-Ra and the Rebellion, she would jump to their aid without hesitation.

2008 MOTU CLASSICS

Largely following in the footsteps of earlier portrayals, the Classics canon added that Mermista traveled with She-Ra and the other Rebels to Eternia to fight alongside the Masters of the Universe in the Second Ultimate Battleground. During the battle, Skeletor attempted to double-cross the Masters, with whom he was allied against Hordak. Mermista was forced to defend herself against Mer-Man, decapitating him with his own trident.



1985 UK WORLD POP ANNUALS

In contrast to other depictions, Mermista was the queen of Etheria's oceans

■ the World annuals.

1986 GERMAN POP AUDIO PLAYS

In the German audio plays, Mermista was portrayed as the most discreet of the Princesses of Etheria. Residing in her sea palace, she would become irate if the waters of her kingdom were polluted by others.

MICH

MICHI

Wrestling

1983 FILMATION MOTU ANIMATED SERIES

The silent Michi was a large man who was an expert at sumo-style wrestling. Not only was he tall, but he was also musclebound and extremely strong.

MICTAH**1984 UK WORLD MOTU ANNUALS**

At 220 years old, Mictah was the eldest citizen in Klant Village on Eternia. The magical water in Klant allowed its inhabitants to live two hundred years or more.

MIDGEMITE**1984 UK WORLD MOTU ANNUALS**

Midgemite was a magical friend of Genie.



Earthlings

MIGUEL**1985 FILMATION MOTU/POP ANIMATED CHRISTMAS SPECIAL**

Miguel and his sister Elisha were a pair of Earthling children who were brought to Eternia by Orko. They brought the Christmas spirit with them. During their brief stint, they found themselves on both Eternia and Etheria as well as in the clutches of Hordak, the Monstroids, and Skeletor. When Miguel and his sister returned to their home on Earth, their parents did not believe their stories about what had happened to them, but the children surprised their parents when they flew with the help of Man-At-Arms' flying belts.

MIGHTY SPECTOR

Heroic Master of Time Travel

Lt. John Spector

AFFILIATIONS

Time Agents
Royal Guard
Masters of the Universe
King Grayskull's Masters of the Universe

Cosmic Key controller
Plasma knife
Plasma whip
Blaster

Time travel

2008 MOTU CLASSICS

Lt. John Spector served King Randor as a member of the Royal Guard until Skeletor disbanded them after banishing Randor to Despondos. Even without a title, Spector remained loyal to Queen Marlena and the House of Randor. During a battle, he was flung into a time portal to the future, where he was relieved to discover Skeletor defeated and He-Man on the throne. Spector accepted a vortex suit reverse engineered from Gwildor's Cosmic Key. This allowed him to operate as a Time Agent fighting for the Royal Family throughout Eternia's history.

The Mighty Spector traveled to Preternia and fought alongside King Grayskull in the First Ultimate Battleground. Later, he spirited Sir Laser-Lot out of the past at the time of his historic death to the future to serve as King He-Man's new Man-At-Arms. When Dare was a target of the Unnamed One, Spector took him into the past. Spector died defending Dare from the blade of the Unnamed One's agent Illumina.

**MIK SIPO**

Eternian Royal Guard

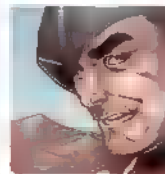


IMAGE COURTESY OF DC COMICS

2012 DC MOTU COMICS

A member of the Eternian Royal Guard, Mik Sipo conspired with Kronis, Nolar Blak, and Jor King to steal gold from a caravan. He and his comrades were betrayed by Nolar Blak.

MIKAR

Knowledge of science

1986 UK MOTU COMIC MAGAZINES

Mikar was a scientist who invented a serum which bestowed incredible mind powers on its user. He was so dedicated to the task of completing his serum that he was reluctant to leave the tower in which he lived even after a series of earthquakes threatened the region.

**MIKROS**

Evil Mutants

SPECIAL ABILITIES
Computer hacking

**1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES**

Mikros was a computer hacker who was exiled by Master Sebrion from Primus for his criminal activities. Hungry for revenge, Mikros allied with Skeletor and placed a computer creature—the Argazoid—into Primus's new master computer. This allowed the Mutants to invade the planet. He-Man and Artilla managed to turn the Argazoid against Mikros. He was digitized and trapped inside the master computer.

Man and Artilla managed to turn the Argazoid against Mikros. He was digitized and trapped inside the master computer.

MILLER PERKINS



1983 FILMATION MOTU ANIMATED SERIES

A villager from Ruxtown, Miller Perkins was a portly, elderly gentleman who attempted to get the old windmill restarted. He was short on patience and wore an odd hat.

MINISTER CLOUDFOOT

Magocats

Staff

Leadership

1985 FILMATION POP ANIMATED SERIES

Noble and highly respected, Minister Cloudfoot was one of the eldest authority figures among the Magicats. Many came to him for advice on matters great and small. He wielded a staff adorned with the same insignia found on Catra's mask.



MINOX

Lightning blast

SPECIAL ABILITY

Electrifying body
Projecting lightning
Accumulating energy to increase power



1987 ITALIAN MAGIC BOY MAGAZINES

Minox was a robotic Minotaur warrior that dwelled within a complex labyrinth on Eternia. Describing himself as "a

creature of Skeletor," he was ordered to eliminate He-Man. His robotic body was electrified, and he could project lightning blasts from his horns. Minox would become stronger as he accumulated energy from outside sources.

Minox could be defeated by dousing his electrified body with water.

2008 MOTU CLASSICS

The Classics canon reimaged Minox as a powerful Mintoran cyborg.

MIRA



1983 FILMATION MOTU ANIMATED SERIES

The soft-spoken daughter of the wizard Kor, Mira was a brave young woman. She was once kidnapped by Evil-Lyn and Tri-Klops.

MIRANDA

FOR MAN-AT-ARMS' FIANCÉE. SEE LADY MIRANDA

1985 FILMATION POP ANIMATED SERIES

Miranda's family was subject to the Horde's unreasonable taxing of their farm. She was awestruck watching She-Ra rescue herself and her parents, Petro and Elsie.



MISS SUMMER



ETHERIA
Council of Seasons

1983 FILMATION MOTU ANIMATED SERIES

Miss Summer held a spot on the Council of Seasons—a group that regulated the four seasons on Eternia. She had blond hair and wore an orange dress. Each member of the Council of Seasons had a personality in keeping with their season.

MISSILE TOE



AFFILIATIONS

Skeleteen's Evil Warriors

Back-mounted guns
Humanoid tank

2008 MOTU CLASSICS

Missile Toe was one of the Evil Warriors assembled by Skeleteen and Evil-Lyn on the Moon of Droom. He fought for them and the Unnamed One in the Third Ultimate Battleground.

MISTRESS OF ARMS

AFFILIATIONS

Arcadians

1983 FILMATION MOTU ANIMATED SERIES

The Mistress of Arms worked in the foundry of Arcadia and wore a suit of armor. She once attempted to melt the Sword of Power. She was shocked to discover it was indestructible.

MITRO



1983 FILMATION MOTU ANIMATED SERIES

Rohad's loyal friend Mitro did everything he could when Rohad was taken ill after a bite from the venomous Dauber. He was a short, stout, muscular man with small black eyes and elfin ears.

MITYU

Sorcery

1985 UK WORLD POP ANNUALS

A wizard from Etheria's past, Mityu was famous for hiding treasures within the volcanoes of Cond.

MODULOK

Evil Beast of a Thousand Bodies
The Demonic Master of Transformation

Galen Nycroft
Galen Nycroff

Evil Horde
Evil Warriors

Laser pistol

Shape shifting
Inventing
Physical disassembly and reassembly



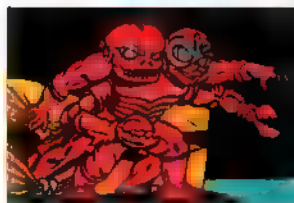
1983 FILMATION MOTU ANIMATED SERIES

Galen Nycroft was a brilliant scientist imprisoned for attempting to take over Eternia with a mind-control device. While in prison, he built the machine that would turn him into Modulok with the aid of his robotic Bird Bat. Eager for notoriety as an Eternian villain, he attempted to join the Evil Warriors. Skeletor scoffed at the notion, saying that as he'd been a "wimp scientist" he was likely to be a "wimp villain." Despite this, Modulok

somehow succeeded in gaining admission to the Evil Warriors. He considered Man-At-Arms to be his sworn enemy and coveted his intellect. He created an extra head for himself into which he intended to transfer Man-At-Arms' brain power, but the scheme was foiled before it could be completed.

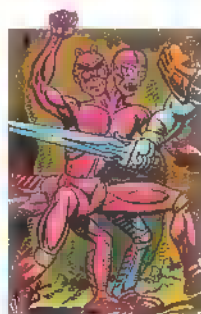
1983 MOTU MINICOMICS

Unlike in his Filmation portrayal, Modulok's multitude of strange body parts, including his heads, could disassemble and reassemble themselves at will in the minicomics. He was introduced as a former slave of Skeletor who escaped and pledged his services to Hordak in revenge. Although subservient to Hordak, he plotted to one day overthrow the Horde leader. In a show of twisted scientific genius, Modulok later constructed the robotic monstrosity Multi-Bot in his own image. Although Modulok sent his creation to destroy the Heroic Warriors, Multi-Bot was also programmed to obliterate Hordak, though the robot did not succeed in this endeavor.



1984 GERMAN MOTU AUDIO PLAYS

In a departure from other media, the German audio plays depicted Modulok as the former servant of Glostofos. Upon arriving on Eternia, the multilimbed beast attacked the heroes, drawing Skeletor's interest. Hordak was familiar with Modulok and warned Skeletor that this beast was extremely dangerous. Using a ring provided to them by Glostofos, Skeletor and Hordak were able to control Modulok for a time. When the ring was lost, Modulok chose to stay in service to them.



Modulok lived and burrowed under the ground like an ant, preferred warmer climes, and maintained a strong rivalry with Two Bad, wishing to be the only two-headed warrior. Though he spoke with a single voice, Modulok's multilimbed body was composed of two separate beings and was capable of splitting into two individuals.



1984 GERMAN INTERPART-CONDOR MOTU COMICS

The German Condor comics expanded Modulok's shape-shifting abilities to be more wide ranging. Dubbed "the Demonic Master of Transformation," he could take on the form of virtually anything, including insects, animals, rabid beasts, and even other characters.

1985 FILMATION POP ANIMATED SERIES

Picking up the threads from the Filmation MOTU series, in the POP series Modulok was fed up with his mistreatment by Skeletor. He left Snake Mountain through a dimensional gate created by his latest invention, the Gate Maker. On Etheria, Modulok joined the Horde as Horde Scientist, though he was soon demoted to Horde Cook after his Gate Maker failed Hordak. After this, he spent much of his time trying to earn Hordak's respect, while continuing to operate mostly as an independent villain. Notably, while a member of the Horde, Modulok created Multi-Bot. He also demonstrated the ability to turn his arms into weapons, such as cannons.

1986 MARVEL STAR MOTU COMICS

In the Marvel Star comics, Modulok's two heads often argued with one another—a trait more frequently associated with Two Bad. He also created the Star Gate.





1986 UK MOTU COMIC MAGAZINES

Though maintaining his status as a brilliant scientist, the UK comics provided a somewhat different backstory for Modulok. He was formerly a humanoid called Galen Nycoff from an alien world, a notorious thief and Galactic Enemy Number One. He was captured by the Intergalactic Law Agency and placed in Prisonstar. Escaping, Galen set out to create a serum to make himself more powerful but was distracted during its concoction. The incomplete serum transformed him into Modulok. Shortly thereafter, Hordak prevented Modulok's recapture, and the brilliant scientist joined the Horde.

In battle, Modulok often made use of his extra limbs, using them to combat multiple foes at once.

1987 GERMAN EHAPA MOTU COMICS

In addition to his shape-shifting abilities, Modulok could swap his body parts with those of Multi-Bot in the Ehapa comics.

2008 MOTU CLASSICS

Like the character's physiology itself, the Classics remixed and combined bits and pieces from earlier canons, adding new details along the way. Galen Nycoff was a scientist from the Tri-Solar System. He was detained on the Prison Starr, where he awaited execution. He built a device that allowed him to separate his body into many pieces which remained linked to his will. He escaped in a series of crates that were delivered to Horde World. Impressed by his abilities, Hordak recruited him as a technician. Modulok participated in the First Ultimate Battleground before being banished to Despondos with the rest of the Horde.

When the Horde escaped from Despondos thousands of years later, Modulok served as their scientist. After sustaining an injury in battle, he built Multi-Bot as a reinforcement and discovered he could combine himself with this new creation to form the Ultrabeast.

Much later, Modulok returned as part of the Ultrabeast, serving the Unnamed One and participating in the Third Ultimate Battleground. After the destruction of Castle Grayskull, Modulok recovered the trapped spirit of Horde Prime but did not appear to give it to the Unnamed One.



MO-LARR

Eternian Dentist

Dr. Moe Larrstein

Evil Warriors

Drill
Pliers
Floss
Dental tools

SPECIAL ABILITIES

Dentistry

2008 MOTU CLASSICS

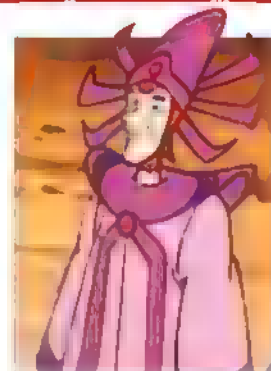
Dr. Moe Larrstein, also known as Mo-Larr, was the primary dental practitioner in the Dark Hemisphere. With a relentless dedication, he defended the oral health of anyone in his realm, treating anything from impacted wisdom teeth to infected molars. He traveled as far as Snake Mountain to ensure regular checkups for his patients, be they hero or villain. While his main enemies were cavities, he appeared to fight on the side of Skeleteen and the Unnamed One during the Third Ultimate Battleground.

TRIVIA: Mo-Larr was a satirical character created for the *Robot Chicken* TV program and was included in MOTU Classics as a fun nod to the show.

MOLDEN

1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES

Molden and his colleague Royka were the organizers of the Games—a series of challenges between the Mutants and the Galactic Guardians. Both Molden and Royka posed as powerful beings but were actually short humanoids. They planned to imprison the winners of the Games in their own private zoo on Rintor. When He-Man and the Galactic Guardians escaped, they tried to make amends by warning them of the imminent Mutant invasion of Primus.



MONTEEG

SPECIAL ABILITIES

Sorcery
Teleportation

1983 FILMATION MOTU ANIMATED SERIES

Monteeg was a dangerous being and a former acquaintance of Skeletor who assembled an army of warriors from throughout space and time. He used his meek appearance to great deceptive effect, and even Skeletor feared his powers.



MONTORK

MONTORK



Trollans

Sorcery
Teleportation

1983 FILMATION MOTU ANIMATED SERIES

Montork was the head of the Trollan Academy of Magic and Orko's uncle. He would often provide wise advice and guidance to Orko, who greatly admired and respected him. Though occasionally absent minded, Montork was a powerful magician and often kept his pet Gark at his side.



1986 MARVEL STAR MOTU COMICS

When Dree Elle was injured and believed to have died, Montork used his magical abilities to heal her, transporting her back to Eternia when his mission was complete.

MORDEN

1983 FILMATION MOTU ANIMATED SERIES

Jonno's friend Morden was surprised and somewhat impressed by Jonno's drug-induced antics at the Boy of the Year ceremony.

MORGOTH

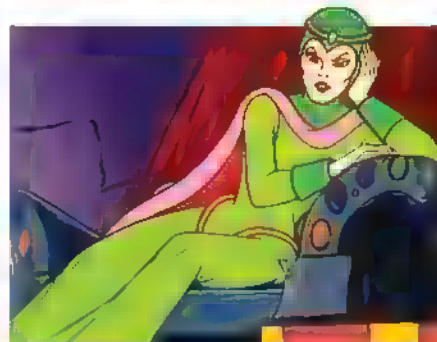
Sorcery
Teleportation
Shape shifting

1983 FILMATION MOTU ANIMATED SERIES

A twisted, evil sorcerer from Eternia's distant past, Morgoth the Terrible sought to rule Eternia and the universe. He became an immortal giant as he consumed evil energies. After he terrorized Eternia, the Ancients cast him into a prison zone where he remained for some time. His power was immense, and he was also responsible for the Horde's invasion of Eternia.

Due to his size, Morgoth could only partly exist on Eternia, surrounded by a ring of fire and reliant on a magical gem to pass through a dimensional rift.

MORTELLA



Sorcery

1985 FILMATION POP ANIMATED SERIES

A cruel and powerful enchantress, Mortella conquered the kingdom of Mystacor, stole Castaspella's magic, and reduced her to a weary old woman. Mortella crowned herself queen and transformed the beautiful Mystacor into a land of dark desolation. Her powers came from a blazing fire which she had to keep burning. She was eventually defeated by Castaspella.

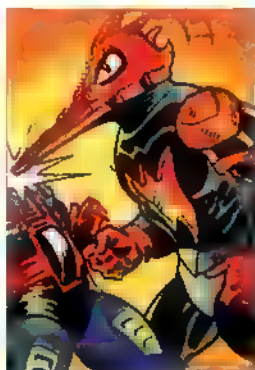
MOSQUITOR

Evil Energy-Draining
InsectoidRifle
Stinging proboscis

Bliddeon Black

Draining life force from enemies
Flight

Evil Horde



1983 MOTU MINICOMICS

The baleful creature called Mosquitor was an anthropomorphic cyborg mosquito-man who was technologically enhanced by the evil Hordak. Using the pointed barb at the front of his helmet, Mosquitor could pierce his victims and drain their life force, leaving them weak and exhausted. As he fed in this manner, a dark red liquid filled a cavity in his torso, visible through his transparent chest. On the rare occasions when Mosquitor spoke, there was a buzzing sound to his words, due to his insectoid nature. Mosquitor was extremely dangerous and unpredictable. He



was even known to attack and feed on fellow Horde members.

1986 MARVEL STAR MOTU COMICS

Unlike his minicomics portrayal, Mosquitor fired laser-like blasts from his snout which drained his enemies' life force. Confident in his own abilities, he also possessed the power of flight.

2008 MOTU CLASSICS

Bliddeon Black was a Kribleen insectoid vampire originating from the Glubbox Galaxy. Mosquitor, as he was better known, joined the Evil Horde with the desire to leave the mud hole that was his home world. He was more vicious than intelligent and attempted at least once to drain the energy from rocks.

Dangerous and formidable, Mosquitor was kept at a safe distance by Hordak. He fought in the Second Ultimate Battleground alongside the Horde and the Snake Men.



MOSS MAN

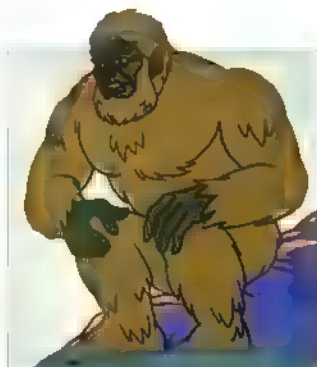
Heroic Master of Camouflage
Master of the Forests
Lord of the Forests
Kreann'ot n'Horosh
Woodlord

ATTENTION

Heroic Warriors
Masters of the Universe
Moss People
Floranians

Mace

Camouflaging self in foliage
Shape shifting into plant life
Telepathic communication with plant life
Taking on the smell of surrounding vegetation
Producing overpowering sweet scents
Manipulating oxygen



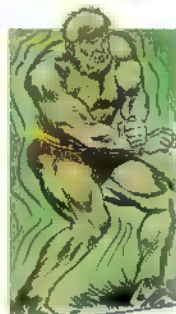
1983 MOTU MINICOMICS

In the minicomics, Moss Man could also manipulate aspects of nature; in one instance, he surrounded himself in pure oxygen from the forest's trees to deflect the repugnant odor of Stinkor.



1984 GERMAN INTERPART-CONDOR MOTU COMICS

In the Condor comics, in addition to his ability to camouflage himself among the plant life of Eternia, Moss Man could duplicate any plant smell as well.



1986 UK MOTU COMIC MAGAZINES

The UK comics presented a unique backstory for Moss Man. From the planet Florania, Moss Man's people evolved to blend in with the dense forestry, protecting them from the monstrous dinosaurs that roamed there. When the Horde invaded Florania and began destroying it, a teenage Moss Man boarded a Horde ship and drove the invasion away. Shortly thereafter, he found himself on Eternia and joined the Heroic Warriors.

In a unique twist from other canons, Moss Man often used his camouflage ability in battle to disappear and



1983 FILMATION MOTU ANIMATED SERIES

Moss Man was depicted as relaxed to the point of lethargy. He could communicate with virtually any type of plant and enlist its aid. He could camouflage himself among the flora of Eternia and transform into any plant, making him an ideal spy. It was implied that some among the Heroic Warriors were wary of his ability and did not always trust him.

reappear, confusing his enemies. He could overwhelm foes with his great strength after springing at them from the undergrowth, and he emitted a range of sweet smells. Moss Man's prime weapon was a battle club with a built-in warning device and recording beacon. He was able to use this to transmit warning signals to his fellow Heroic Warriors and record what happened around him.



2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES

The MYP animated series depicted Moss Man as someone who could make anything in nature grow. Located in the Evergreen Forest and tending the forests of Eternia, he was the embodiment of everything healthy and balanced in nature. In addition to his usual powers, Moss Man could deliver his allies into the heat of battle on waves of moss and encase himself in a protective dome of vines. His seeds could grow over land and rock at his will. His arch-nemesis was Evilseed.

2008 MOTU CLASSICS

Moss Man's backstory in the Classics canon grew out of his earlier appearances and added some new details. Named Kreann'ot n'Horosh, he was for the first time depicted as a Preternian nature god who allied with King Grayskull. He created the plant being Sero Malustro to bolster their forces

MOSS MAN



against King Hssss, but the one he looked on as a son betrayed him and became Evil Seed.

During the Great Wars, Kreann'ot gave his blood to the wounded warrior Sharella, transforming her into the green-skinned Goddess of Grayskull. After the First Ultimate Battleground, he went into hibernation and became a figure of legend that the Eternians called "Moss Man." When Skeletor rose to power five thousand years later, Moss Man returned to aid the Masters of the Universe, fighting in both the Second and Third Ultimate Battlegrounds.

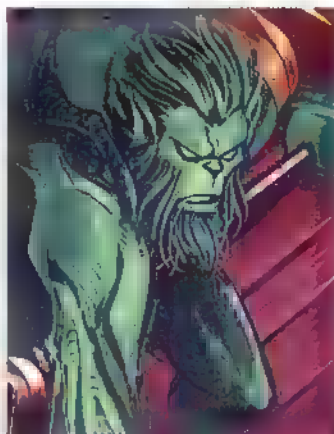
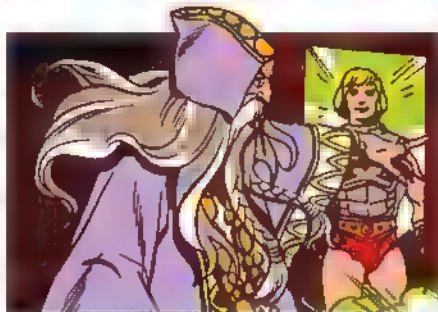


IMAGE COURTESY OF DC COMICS

2012 DC MOTU COMICS

In the DC Comics, Moss Man was described as one of the oldest living beings on Eternia. He knew about "the First Ones" (the Snake Men before the dawn of man). This nature being protected Eternia and even warned the heroes not to disrupt the natural order of things when they sought a way to resurrect the Sorceress. When seeing the Fright Zone spread evil and transform Eternia itself, he sacrificed himself to clear a path for the heroes to reach Grayskull. His life energy wiped away the barren area and in its place grew new plant life.

MOTTA



Sorcery

1983 GOLDEN MOTU BOOKS

Hundreds of years old, Motta was the wizard guardian of the Magic Mirrors, hidden within the caverns of the Enchanted Mountain. Motta wore purple robes and had long hair and a long gray beard.

MOUSE

1986 UK MOTU COMIC MAGAZINES

Mouse was the young daughter of a poor woodcutter, Nik-Las. Mute since birth, she had never spoken a word, and she yearned to be able to speak and tell her father how much she loved him.



Caught in the grip of the Ice-Fear caused by Hordak, Mouse and her father despaired of surviving the harsh winter. When He-Man and Man-At-Arms countered the Ice-Fear by delivering gifts to the children in the dead of night so their joy would melt the snow, Mouse awoke to find a doll in her room. Excited, she managed to speak for the first time, saying the words "Father. . . Kiss . . . Mouse!"—which started the legend of Father Kis-Mus on Eternia.

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MR. SHELPHY



Evil Mutants

Wedding planning

1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES

Mr. Shelpy was an amphibious Mutant from the Quagmi Swamp. He served as Slush Head and Felca's wedding planner. He was horrified when the wedding turned into a battle between the Mutants and the Galactic Guardians.

MR. WINTER



Council of Seasons

1983 FILMATION MOTU ANIMATED SERIES

Mr. Winter held a spot on the Council of Seasons—a group that regulated the four seasons on Eternia. He wore a blue nightgown and had long white hair and a beard. Each member of the Council of Seasons had a personality in keeping with their season.

MRS. HARRO



1983 FILMATION MOTU ANIMATED SERIES

In the village of Pax, Mrs. Harro bravely helped drive off the invading Space Pirates alongside her husband Harro and her daughter Rose.

MUCK MAN



Revenge Squad

Blaster

2008 MOTU CLASSICS

Muck Man was a cyclopean member of Lady Slither's Revenge Squad on Trolla. When Skeletor led them against the Defenders of Trolla, he fought against Hans Hammerholder.

MULTI-BOT

Evil Robot of a Thousand Bodies

Evil Horde Monster Warriors

Serial Number 2312

WEAPONRY
Laser blaster

SPECIAL ABILITIES

Disassembling and reconfiguring physical form
Transforming body parts into weaponry
Magic
Scientific knowledge
Merging with Modulok to create the Ultrabeast



1983 MOTU MINICOMICS

In the MOTU minicomics, Multi-Bot was built by Modulok in his own image, with his own powers, and fueled by his own hatred. Like Modulok, the robot could disassemble and reassemble its many body parts into various configurations, including joining with Modulok to create a creature of both

organic and mechanical components. He could rapidly restore himself or his limbs when he, or they, were seemingly destroyed.

TRIVIA: Multi-Bot's appearance in both the Filmation series and the minicomic was based on an early prototype design for the character, explaining why in both these media he looked radically different from the toy.



1984 GERMAN MOTU AUDIO PLAYS

The German MOTU audio plays offered an entirely different portrayal of Multi-Bot. Composed of two beings from a dying universe, Multi-Bot escaped through a magical portal to Eternia, intending to assist Skeletor in his conquest. The orange-faced Multi-Bot-1 and the green-faced Multi-Bot-2 described themselves as scientists. Multi-Bot-1 referred to Multi-Bot-2 as "my beloved greenhorn."

1985 FILMATION POP ANIMATED SERIES

An invention of the Horde scientist Modulok, Multi-Bot was a robot who could transform his various body parts into all kinds of dastardly weaponry. He possessed little or no intelligence, emotion, or common sense.

1986 MARVEL STAR MOTU COMICS

In the Marvel Star comics, Multi-Bot never spoke or displayed emotion. He appeared to meet his demise when Orko was able to take control of Multi-Bot and commanded him to aid Extendar in their battle against the Monstroid. Multi-Bot was consumed by the Monstroid and never seen again.

2008 MOTU CLASSICS

The Classics canon added a few new details about Multi-Bot. After sustaining injuries in battle against the Masters of the Universe, Modulok created a robot (Serial Number 2312) with the same powers as himself and the ability to merge with him to create the powerful Ultrabeast. Multi-Bot, as the robot was known, fought in both the Second and Third Ultimate Battlegrounds.



MYRAT

WEAPONRY

Ring of Absolute Power

SPECIAL ABILITIES

Sorcery

1984 GERMAN MOTU AUDIO PLAYS

Myrat was the most powerful mage who ever lived. Long dead, Myrat spiritually communicated with Skeletor when the evil one consumed dust from the stalagmites of the Cosmic Bridge. Myrat revealed the location of his Ring of Absolute Power, but warned the Lord of Evil to share the power, lest he lose it all again.

MYSTIKA



Magic

1986 UK MOTU COMIC MAGAZINES

Mystika was a fairy who visited Eternia from another magical world. As wood did not exist on her world, she could not use her magic on anything made of it. She was trapped beneath a fallen tree trunk when Snout Spout came to her aid. In gratitude, she granted him his innermost wish by transforming him back into his human form. She also granted him the ability to return to his cyborg form if he desired.

NABOB

First Ones

Sorcery
Wisdom



1986 UK POP COMIC MAGAZINES

Nabob was one of the First Ones and keeper of nine magical stones, including the Null-Stone, which could drain magical powers from those who remained in contact with it.

NATHAN

People of Primus

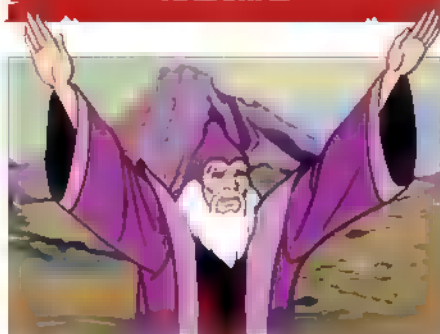


1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES

Nathan was a doctor and one of the leaders of the Priman village of Zaphor. Adam and Mara attempted to enlist his help when the Mutants overtook Primus, but he was reluctant to get involved with their rebellion, fearing that his village would pay the price. When his daughter, Veeta, was attacked, he changed his mind and agreed to help He-Man fight the Mutants and free the planet.

NAZGHAL

NAZGHAL



SPECIAL ABILITIES

Sorcery
Teleportation

1985 FILMATION POP ANIMATED SERIES

Nazghal was a powerful sorcerer from Eternia's distant past. His magic stemmed from dark incantations, especially those with blazing fires. He could trap others' powers in a magic crystal. He operated from a chaotic, angular fortress and was always accompanied by his pet Slarti—a small flying beast who acted as his spy. He wanted to stir up hatred between humans and the Dragons of DarkSmoke in order to steal the dragons' power.

2008 MOTU CLASSICS

Nazghal was an evil wizard who lived on Preternia before the Great Wars. He incited support by preying on the fears of the native humans. He convinced them to break into the Dragon Tower and steal the Gem of Magoo from the Dragons of DarkSmoke, enraging their leader, Granamyr, and causing dragons and humans to live as enemies for the next three hundred years. During the Great Wars, He-Ro and his mentor, the wizard Eldor, fought and defeated Nazghal. They recovered the Gem of Magoo and returned it to Granamyr, finally ending the conflict.

NEEDLE NOSE

1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES

Needle Nose was an alien who ran afoul of Skeletor and the Mutants when he stole several enhanced weapons from the Blacksmith of Crelus. He used them to defeat the Mutants in a bar fight before being subdued by Skeletor.



NEGATIVE HE-MAN

SPECIAL ABILITIES

Superhuman strength



1984 GERMAN INTERPART-CONDOR MOTU COMICS

An entity located in another dimension, the Negative He-Man was created when Castle Grayskull's energies ran out of control. Thus, He-Man's powers were drained and re-formed into a negative doppelgänger. The Negative He-Man was made of antimatter and was twice as tall as He-Man. Claiming to be more dreadful than

Skeletor, he voiced his intention to become the new ruler of evil.

Negative He-Man ceased to exist when He-Man managed to drive his sword into his evil twin's leg, transferring the Power of Grayskull back into himself.

NEGATOR

SPECIAL ABILITIES

Discharging bursts of electricity
Transforming body into electricity



1983 FILMATION MOTU ANIMATED SERIES

The villainous Negator was a scientific genius with the ability to generate great amounts of electrical power. He could transform himself and others into electron matter for use in his game. He

was originally accompanied by two sidekicks, the Nerbs, who had the ability to recharge his power if it faded during battle.

NEGON

Astronomy



1986 UK MOTU COMIC MAGAZINES

Negon was the Royal Astronomer, a position he had held for twenty years. He recorded a strange sequence of flashes in space which turned out to be a signal sent from He-Man in the past after Hordak banished him to Eternia's history.

NEPHTHU

TITLE

Wicked Sun Sorcerer

WEAPONRY

Sun Scarab Ankh

CHARACTERISTICS

Nepthu Sencri

SPECIAL ABILITIES

Sorcery
Freezing energy blasts

AFFILIATION

Count Marzo's Rebellion
Snake Men



1983 FILMATION MOTU ANIMATED SERIES

A destitute old man, Nepthu wanted the great power which had eluded him all his life. While traversing the Sands of Time and close to death, he stumbled upon the Sun Scarab within the Temple of the Sun. Using its power, he transformed into a destructive wizard with a desire to rule the universe. Nepthu was defeated when He-Man destroyed the Sun Scarab.

2008 MOTU CLASSICS

During the Great Unrest, Nepthu Sencri was a devoted disciple of Count Marzo, whose defeat and transformation into a powerless old man caused Nepthu to vow to avenge his master. He possessed no magical abilities of his own, but he spent his youth searching across the Sands of Fire and the Sands of Time for the Temple of the Sun. Upon finally locating it, the Sun Scarab stored within it rejuvenated him and gave him the desire to conquer the universe for himself.

Although He-Man rendered him temporarily powerless by destroying the Scarab, Nepthu regained his magic when he swore his loyalty to King Hssss during the Second Ultimate Battleground.



NETOSSA



Captivating Beauty

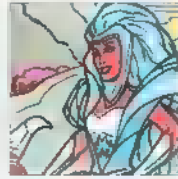
Vivian Redretta

Great Rebellion

Net cape
Sword

Agility

1985 FILMATION POP ANIMATED SERIES
Netossa and her best friend, Spinnerella, were captured by the Horde. After being freed, they both vowed to assist the Great Rebellion in the battle against the Horde.



Netossa was one of the few members of the Great Rebellion who relied on a physical ability rather than a magical one. Using her net-like cape, she could expertly capture enemies.

1985 POP MINICOMICS

In the minicomics, the beautiful Netossa was highly skilled at wielding a

net with which she could capture enemies. She was able to restrain even the relentless Horde Troopers in her net, which she could throw with pinpoint accuracy. Netossa wore her net as a cape when it was not in use.

2008 MOTU CLASSICS

The Classics added a few details to Netossa's background. Vivian Redretta, later known as Netossa, came from the furthest reaches of Etheria to join the Great Rebellion against the Horde. She followed She-Ra and the other Rebels to Eternia and fought in the Second Ultimate Battleground.



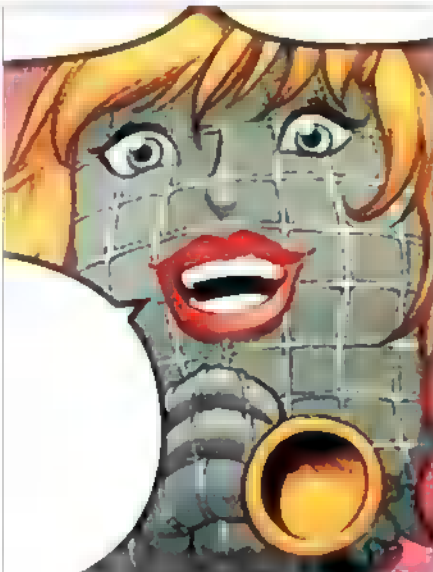
NETTA

Defenders of Trolla

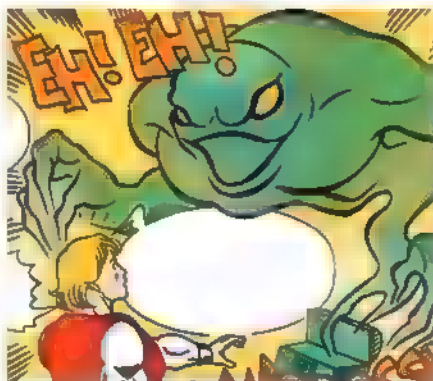
Expanding herself into a living net

2008 MOTU CLASSICS

Netta was one of the Defenders of Trolla who protected the Overlords' Temple of Power from the Unnamed One's agents. Her body appeared to be a living form of a capture net with the features of a blond female. She was overjoyed to learn the prophesied He-Man had come to Trolla and welcomed him. She rode with Brainwave into battle against the Revenge Squad.



NEXTORR



1987 ITALIAN MAGIC BOY MAGAZINES

Nextorr was an evil court sorcerer who'd tried to conquer Eternia long ago. As punishment, his spirit was trapped within a chest located in an ancient Eternian temple. Prince Adam inadvertently released Nextorr's spirit and became possessed by the wicked entity, who fully took control of Adam's mind and body. Upon learning of the possession, Orko put the Sword of Power in Adam's hand and invoked the Power of Grayskull. The resultant transformation and infusion of Grayskull's power forced Nextorr's spirit out of He-Man's body.

NIKKOL



1986 UK MOTU COMIC MAGAZINES

Nikkol was a teenage girl who was a superb kickball player and star striker for the village of Ev-Town.

NIK-LAS

1986 UK MOTU COMIC MAGAZINES

Nik-Las was an old peasant woodsman who lived in a cabin in the forests of Eternia with his mute daughter Mouse.



NINE



Sending energy blasts
Using radar senses

1983 GOLDEN MOTU BOOKS

Nine and his fellow robots had been sent from Eternia into space many years before to seek knowledge for the Spiral of Power. Upon returning, he and his companions believed Roboto to be their master.

NINJOR

NINJOR



Evil Ninja Master

Ninja Warrior

 Evil Warriors
 Monster Warriors
 Evil Horde

 Katana
 Bow and arrow
 Nunchucks
 Shuriken

 Martial arts
 Stealth

1983 MOTU MINICOMICS

The black-clad Evil Warrior called Ninjor was summoned to Eternia from another dimension by Skeletor. A skilled martial artist with many deadly fighting abilities at his command, Ninjor was an expert with the katana and with the bow and arrow as well. As a master of stealth and cunning, he was a deadly opponent for unwary Heroic Warriors.

1984 GERMAN MOTU AUDIO PLAYS

In the German audio plays, Ninjor came to Eternia through the Ghostgate in the Sands of Time, as did many other villains. He preferred to attack at night, when his black attire made him nearly invisible to his enemies.

1986 MARVEL STAR MOTU COMICS

Upon being magically summoned by Skeletor for the first time, Ninjor immediately sensed his power and attempted to convince the newly arrived Blast-Attak that Skeletor was truly their master.

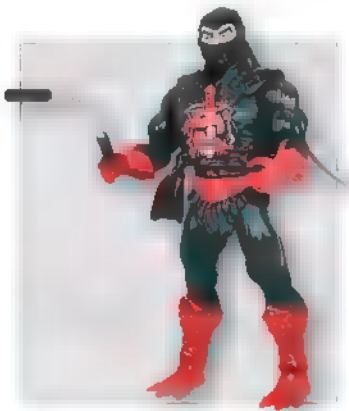


1986 MOTU NEWSPAPER STRIPS

Ninjor was a mercenary hired by Skeletor to eliminate various Heroic Warriors. Unbeknownst to Skeletor, the ninja was secretly sent to Eternia across the millennia by the wizard Tylgar. Ninjor wished to obtain Skeletor's Havoc Staff, a mystic weapon which was forged by Ninjor's people long ago. Little did Ninjor realize that Tylgar was actually Hordak.

2008 MOTU CLASSICS

The Classics canon established that Ninjor was summoned to Eternia by Skeletor after he had banished King Randor to Despondos. Skeletor tasked Ninjor with assassinating all the Heroic Warriors until He-Man was left without allies. The duplicitous Ninjor was, meanwhile, observing and reporting Skeletor's weaknesses and how to exploit them to his true master, Horde Prime. He fought in the Second Ultimate Battleground alongside Skeletor's Evil Warriors.



NOAH



Sorcery

1985 FILMATION POP ANIMATED SERIES

Noah of Woeful Mountain was a powerful sorcerer who lived in seclusion. He sported a long white beard and wore a green robe with a traditional pointed wizard's hat. It was revealed that he at some point taught Hordak a great deal of magic, presumably before Hordak turned toward science and adopted his evil ways.

NOCTURNA

 Galactic Guardians
 People of Primus

 Laser bow
 Blaster

 Night vision
 Stealth
 Concentration
 Strength
 Telepathy

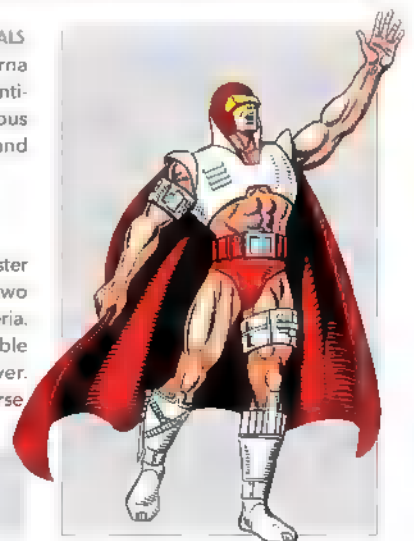

1984 UK WORLD MOTU ANNUALS

Silent and mysterious, Nocturna came from Primus's eastern continent of Mida. He had tremendous skills of stealth, concentration, and martial arts.

1987 GERMAN EHAPA MOTU COMICS

Nocturna was the mysterious Master of the Energy Ray. An Oorthon from Likotha, a world with two suns, he settled on Primus to help fight the Mutants of Denebria. He was a marksman with the ability to hit targets at incredible distances. Nocturna would never kill his target, however. Speaking the languages of many races throughout the universe, Nocturna was a valuable aid to He-Man.

TRIVIA: In the Ehapa comics, the appearances of two characters, Nocturna and Vizal, were swapped.





1987 ITALIAN MAGIC BOY MAGAZINES

Nocturna figured prominently in some of the *Magic Boy* magazine stories. In addition to being a master of martial arts, Nocturna claimed his specialty was his ability to see in the dark. His power of concentration was also much higher than that of the average person. Nocturna was very skilled with the bow and arrow, and was a brave and devoted member of the Galactic Guardians. He did occasionally show lapses in judgment, however. On one occasion, in the midst of an altercation with the Mutants, he became curious

about the hallucinogenic effects of the Oneiric Crystals and tried one. The resultant hallucinations caused him to think He-Man was an evil cybernetic gorilla with goggles!

1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES

Nocturna was rarely seen in the animated series. He played a behind-the-scenes role for the Galactic Guardians, coordinating the defense of Primus.

During the Mutants' final invasion of Primus, Nocturna and Vizor took command in He-Man's absence and ensured that every available Astro Sub was in the sky.



NOLAR BLAK

Eternian Royal Guard

2012 DC MOTU COMICS

A former Eternian Royal Guard, Nolar Blak turned on his two comrades, Milk Sipo and Jor King, during a gold heist with Kronis. Later, he met and fell in love with a disguised Evil-Lyn, with whom he planned to run away to the Mystic Mountains. Even though she developed genuine feelings for him, Evil-Lyn's bond to Skeletor led to her betrayal of Nolar when she convinced him to retrieve the Eye of Chaos and then burned him alive. It was later revealed that Nolar's seduction, painful betrayal, and brutal death were orchestrated by Trap Jaw, formerly known as Kronis.



IMAGE COURTESY OF DC COMICS

NORWYN



Sorcery
Teleportation

1985 FILMATION POP ANIMATED SERIES

Norwyn was a wise, elderly sage who knew much about Etheria's past. When the Horde invaded Etheria, he was training both Castaspella and Shadow Weaver. Shadow Weaver betrayed the Council of Kings, of which Norwyn was a part. The sage even tried to stop her pupil from joining Hordak's service but failed. Norwyn continued teaching young mages from his cottage in an Etherian forest, away from the Whispering Woods. He was old friends with Madame Razz and corresponded with others using a mystical messenger bird.

NUMBER ONE



Monstroids

Cannons concealed in shoulders

Transformation into a rocket

1985 FILMATION MOTU/POP ANIMATED CHRISTMAS SPECIAL

The leader of the Monstroids, Number One was a giant robot who could transform into a rocket ship. It tried to ally with Horde Prime and was dismissive of Hordak's threats. Later, it and its fellow Monstroids began to take orders from Hordak.

OCTAVIA

Wicked Tentacle-Swinging
Warrior

Swords
Crossbow

Polypus Rorqu

Military leadership
Swordsmanship

Evil Horde

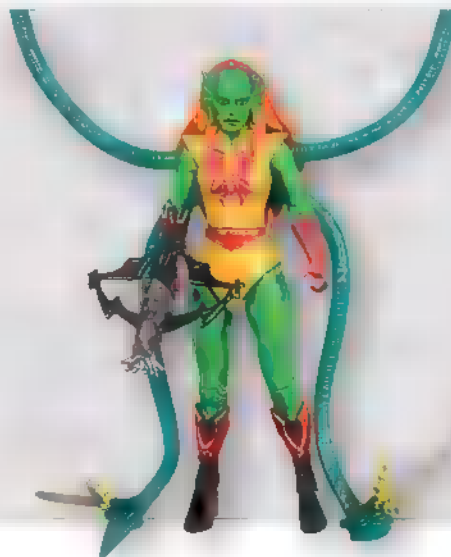
1985 FILMATION POP ANIMATED SERIES

Octavia was the Horde commander of Octopus Cove, a large Etherian seaport. She was part woman, part octopus, and all evil. She could squeeze the life out of her enemies with her four enormous tentacles. She kept a wide range of weaponry hidden within her armor and was fiercely loyal to Hordak.



2008 MOTU CLASSICS

The Classics canon added only a little to Octavia's characterization. Polypus Rorqu was the Aquatican warrior woman known as Octavia, the most dangerous and cunning sea creature on Etheria, even before she joined the Horde.



OCTAVIUS

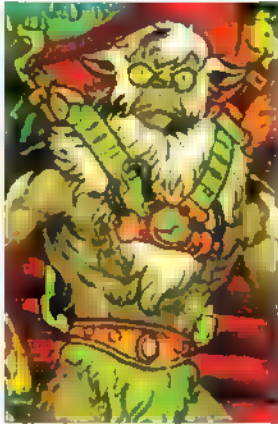
OCTAVIUS

1987 ITALIAN MAGIC BOY MAGAZINES

Octavius was a little Priman boy who could often be seen in the company of his pet robot kangaroo, Skiz. Octavius once encountered a friendly green alien but mistook him for a dangerous Mutant. After a series of misunderstandings, the alien saved Octavius from drowning, and the two became friends.



ODAR



Skeleteen's Evil Warriors

Stench

2008 MOTU CLASSICS

Odar was one of the Evil Warriors recruited by Skeleteen and Evil-Lyn on the Moon of Droom. He joined their forces serving the Unnamed One and fought the Masters of the Universe during the Third Ultimate Battleground. Odar bore some resemblance to Stinkor in appearance.

OFTA

Sword

Sorcery
Shape shifting

1984 GERMAN MOTU AUDIO PLAYS

Ofta was a shape-shifting mage who resided in the Evergreen Forest and was referred to as the Mighty One of the Forest. Small with gray skin, pointy ears, and frog-like green eyes, Ofta could grow to an enormous size and possessed superstrength. He claimed that

the Black Ones from the Deep granted him his power. It was believed that his powers grew whenever one of the Evergreen Forest's wolves was killed.

OLD ZAK

1983 FILMATION MOTU ANIMATED SERIES



Old Zak was a villager who was tricked by Evil-Lyn into unleashing the Creeping Horak on the Royal Palace. He made amends, confronting Evil-Lyn alongside Bran.

OLLO

Ape Clan

Battle club

Brute strength



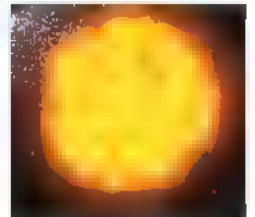
1983 FILMATION MOTU ANIMATED SERIES

The leader of the Ape Clan, Ollo, was a barbaric warrior. He was controlled by Skeletor and led his army into a war against the Snake Clan in Eternia's past. He carried a large battle club.

OM

Omnipotence

Traveling the universe at the speed of light



1983 FILMATION MOTU ANIMATED SERIES

Om was a glowing ball of pure energy whose species had been born in the fire of stars. His race traveled through the universe at the speed of light, exploring and observing many worlds. Om could not comprehend war and froze an entire battlefield of warring Eternians and goblins, selecting the strongest warriors from each side (He-Man and Skeletor) to participate in hand-to-hand combat to determine which side was the wiser.

OO-LARR

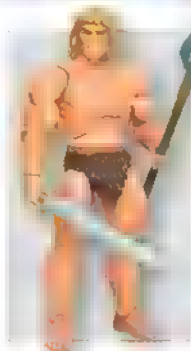
Lord of the Jungle Tribe

The He-Man

Jungle Tribe

Sword
Battle axe
Spear

Strength



2008 MOTU CLASSICS

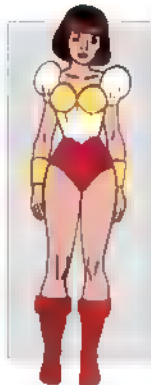
Oo-Larr, Lord of the Jungle Tribe, was the last warrior known as "the He-Man" before the birth of Prince Adam. He left his home in the Vine Jungle, seeking adventure and excitement. When he rescued the Goddess, she chose him to become the new protector of the two halves of the Sword of He. She also gave him a Coridite Power Vest, giving him increased strength and stamina. He had many adventures, including teaming up with the Goddess to defeat Gygor.

Oo-Larr's last quest was to unite the two halves of the Sword of Power, allowing the Sorceress to clone it for the second of the Twins of Destiny. Oo-Larr then separated the sword once more and hid its halves on opposite sides of Eternia. Oo-Larr later fought the evil Skeletor, who used magical armor to breach the Mystic Wall, defeating him with three strikes to his armor from Oo-Larr's mighty battle axe.

TRIVIA: Oo-Larr was actually Alfredo Alcala and Don Glut's early He-Man from the first minicomics, reimagined as a unique character for MOTU Classics.

OONA

Sorcery



1983 FILMATION MOTU ANIMATED SERIES

The shy Oona and her partner, Aran, sought power by serving Skeletor. When they acquired the Masks of Power, Oona was transformed into Tyrella, until the magic of the masks was destroyed by the joining of the Sword of the Ancients and He-Man's Sword of Power. Oona had some magical abilities of her own.

OPIE



1983 FILMATION MOTU ANIMATED SERIES

Opie, son of Angus the lighthouse operator, was a young boy who just wanted to have fun. He resented the mundane responsibility of managing the lighthouse. He learned his lesson when the lighthouse broke down under his care.

Space Mutant Spy for Skeletor

(Name pronounced through a series of blinks)

Evil Mutants
Space Mutants

Fazer-Flash gun
Laser rifle
Blaster
Photon Neutralizer

Supersight
Blast power



OPTIKK



1984 UK WORLD MOTU ANNUALS

Optikk was a cyborg Mutant whose single enormous eye allowed him to penetrate the Fog Zone of Denebria.

1989 HE-MAN MINICOMICS

Hailing from Denebria's foggy polar region, Optikk was a bad-tempered Mutant who frequently quarreled with Slush Head. Optikk possessed a single large eyeball



instead of a head. His single eye allowed him to see through nearly any obstacle, though Slush Head sometimes claimed Optikk was nearsighted.

1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES

Optikk was the navigator of the Mutant Mothership, working from his station on the bridge. He usually remained aboard the ship but occasionally participated in ground assaults with the other Mutants.

Optikk's eye gave him enhanced vision and could be used as a sensor. He took great pride in his abilities and was offended by Skeletor's suggestion that he did not keep his eyeball clean.

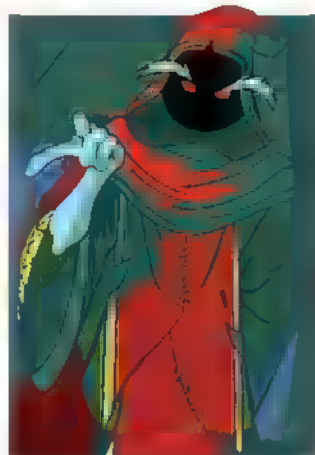
2008 MOTU CLASSICS

The dense atmospheric conditions of Denebria's polar region enhanced Optikk's eyesight, making him an ideal spy. He allied with Skeletor, who was forming a coalition of Mutants and outcasts to help him conquer the universe following Hordak's defeat. Optikk's weapon, the Photon Neutralizer, was so powerful and notorious that it made him into one of the most feared of all Skeletor's new recruits.

ORACLE

2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES

The Oracle was a sage Trollan mage who counseled King Grayskull in ancient times. He resided deep in the woods near the city of Zalesia. Like other Trollans, his face was obscured and he could float. His bushy white eyebrows could be seen protruding from beneath the hood of his crimson cloak. The wise Oracle guided King Grayskull on his quest to obtain his lost sword and find his inner strength.



2002 MVMCREATIONS MOTU COMICS

Close to the ruins of Zalesia, the Oracle appeared before Orko in the form of a spell. A shadow of himself from the past appeared to Orko as he sought a way to return to his home world of Trolla. The Oracle took the form of the giant blue-robed façade inside of which he hid in the MYP cartoon.

ORACLE OF THE CRYSTAL SEA



Knowledge of Eternia's complete history

1983 FILMATION MOTU ANIMATED SERIES

The Oracle of the Crystal Sea was a spirit in a large glowing ball who could answer any question about anyone's past. The Oracle spoke in a soft and reassuring voice.

ORC COMMANDER



1983 FILMATION MOTU ANIMATED SERIES

The Orc Commander was the short, stout, aggressive leader of the orcs that served the wizard Kothos. He was loyal and remained under the service of Kothos even when his master was missing in action, having been transformed into a Sand Slug. Like all orcs, the Orc Commander had access to a variety of offensive weaponry.

ORKO

Heroic Court Magician
Court Jester

Wand
Hat

OTHER NAMES

Orko the Great
Gorpo

SPECIAL ABILITIES

Magic
Levitation
Teleportation

Heroic Warriors
Trollan Academy of Magic
Grand Council of Universal
Magic

Heroic Defenders
Trollans
Steinians of Moon Polter



1983 FILMATION MOTU ANIMATED SERIES

During Eternia's Season of Storms, Orko was transported from his home dimension of Trolla to Eternia, where he immediately saved Prince Adam and Cringer from the Tar Swamp. Adopted by the Royal Family, Orko was made a member of King Randor's court, where his tricks and quick wit entertained all.

An important member of the Heroic Warriors, Orko was a close friend and

confidant to Prince Adam and a keeper of many secrets, including the prince's dual identity. He shared a close relationship with Man-At-Arms, who, while often stern with him, filled a fatherly role for the Trollan. Orko's exact age was unknown, though he possessed an innocent, childlike quality.

On Trolla, Orko was a powerful wizard known to all as "Orko the Great." His magic did not work very well on Eternia, frequently resulting in disastrous consequences. At some point, Orko had been a guardian of the Dimension Sphere, and he could conjure items from his hat when needed. His uncle Montork taught him everything he knew about magic, and he had a romantic relationship with his fellow Trollan Dree Elle. As was the Trollan custom, Dree Elle and Orko revealed their faces to one another because of their love for each other, making her the only one who had ever seen his face.

Orko had a variety of magical items, including newer and older wands, a spinning cabinet he used to entertain the court, and a medallion which allowed the holder to perform virtually any kind of magic. In fact, the medallion was so powerful it was able to undo an entire day's worth of events. His wands didn't work nearly as well as his medallion and would often fly unexpectedly out of his hands as if they had minds of their own. Although Orko lost the medallion shortly after coming to Eternia, he was briefly reunited with it but chose to give it up again in order to save the kingdom.

Orko liked spending time with his friends Adam and Cringer, though Cringer sometimes playfully teased him. Orko proved his worth to the heroes many times and had a willingness to lay his life on the line for those he loved.

1983 MOTU MINICOMICS

Orko's characterization in the minicomics was similar to that of his Filmation counterpart. The diminutive wizard served as the court magician in the Royal Palace of Eternia. What he lacked in physical prowess, he made up for in loyalty and friendship to Prince Adam and He-Man. While his actions were



sometimes unintentionally comical, he was always willing to be brave in order to help his friends. Orko wielded magic powers, though the extent of these powers was unknown. In one case, he used his magic to awaken He-Man after he was knocked unconscious by Kobra Khan's sleep mist. When this incident left He-Man with amnesia, Orko's heartfelt words of encouragement allowed He-Man to regain his memory. In addition to his magical ability, Orko also floated wherever he went.

1983 LADYBIRD MOTU BOOKS

In a departure from other portrayals, the Ladybird books stated that Orko had traveled through many strange worlds before making his home on Eternia.



1984 UK WORLD MOTU ANNUALS

In the first two annuals, Orko was referred to as "Gorpo" and wore blue robes instead of his typical red.

1984 GERMAN MOTU AUDIO PLAYS

As in other canons, Orko's magic did not work well on Eternia, but it did prove quite powerful in the Hyperspace Dimension in addition to on Trolla. Occasionally, Orko would return to Trolla

to replenish his magic at the Wells of Magic Power. His spells nearly always began, "Oh, Orko from the magic land . . . lend me your helping hand," and were spoken in rhyme. He referred to himself as the greatest sorcerer in the universe, though his friends generally found only amusement in his bragging.

Orko was in love with a girl back on Trolla who had once shown her face to him.



TRIVIA: Orko gave some hints to his physical appearance in the audio plays, including the fact that he had no legs.

1984 GERMAN INTERPART-CONDOR MOTU COMICS

In the Interpart-Condor comics Orko called himself one of the most ingenious magicians of all time. Although his tricks backfired quite often, Orko succeeded in saving Castle Grayskull from permanent destruction. While he was no



1985 FILMATION MOTU/POP ANIMATED CHRISTMAS SPECIAL

In contrast to Orko's typical childlike demeanor in his Filmation portrayals, the animated Christmas special depicted an Orko who was calm, collected, and mature when faced with soothing a pair of lost and frightened Earth children.

1986 MARVEL STAR MOTU COMICS

In the Marvel comics, a wisecracking Orko was often seen at He-Man's side and displayed an unfortunate amount of arrogance. In one story he was angry with Prince Adam for having the Sword of Power, and for a brief moment, he contemplated taking the sword for himself. At one point, having seen Dree Elle (spelled "Dre-El") apparently killed by Hordak, Orko stumbled upon the Hate Stones and was consumed by their power. Wearing the stones around his neck, Orko went after Hordak, but when presented with the opportunity to destroy Hordak, the Trollan came to his senses and removed the Hate Stones.



1986 UK MOTU COMIC MAGAZINES

The UK comics presented a rather different backstory and characterization for Orko. The Sorceress summoned the wise Orko to Eternia, wanting him to be a friend and teacher to the young Prince Adam who could aid him with developing the wisdom and knowledge he needed to become He-Man.

Contacted by the Sorceress, Orko arrived on the grounds of the Royal Palace from his home world of Trolla (spelled "Trollah"), in the Astral Zone, much to Adam's surprise. It was suggested that Orko, a wise and proficient magician, was around five hundred years old. While he appeared to be giddy and playful, he was a lot wiser than he usually let on and helped He-Man save the day on many occasions. He preferred to use his magic to entertain the children of Eternia but was always ready to assist He-Man when needed. Although his magic spells often went wrong due to Orko not being used to Eternia's dimension, his powers gradually improved as he adjusted to Eternia. He kept many magical contacts throughout other dimensions and often traveled away from Eternia to visit them. The Grand Council of Universal Magic confronted Orko regarding the use of his magic, and he proved himself worthy to wield it.



1986 BRAZILIAN EDITORA ADRIL MOTU COMICS

Orko was called "Gorpo" in the Brazilian comics. In a complete deviation from his portrayal in the Filmation cartoons, the Brazilian comics revealed that Gorpo hailed from the Eternian moon Polter. Furthermore, Gorpo's family ruled the kingdom of Stein on Polter, which made Gorpo the royal prince of that land. Gorpo kept this information a secret from his friends on Eternia until his cousin Duke Kohl traveled to Eternia from Polter and revealed that Gorpo was the prince of Stein. Prince Gorpo was apparently the sole member of his people to have light blue skin. He was also the only one who covered his face and floated instead of walking. Gorpo's fellow Polterites were



warrior, Orko did not shy away from helping his friends whenever he could. The magician could teleport himself and the Masters away from danger at any given time.

1985 FILMATION POP ANIMATED SERIES

Building on his portrayal in the Filmation MOTU series, Orko developed an infatuation with She-Ra, something Dree Elle did not appreciate. While on Etheria, he fought alongside the Rebels and traded spells with Madame Razz.

diminutive, green-skinned beings with pointed ears. Like Gorpo, other denizens of the Stein kingdom wore an O on their tunics.

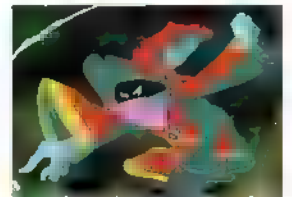


1987 GERMAN EHAPA MOTU COMICS

As in other canons, many of Orko's spells and potions didn't work properly in the Ehapa comics, but everyone liked to have him around. The unexpected results of his magic often also helped save the day. Orko was said to be a little chaotic and clumsy.

2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES

In the MYP series, Orko had a slightly new design and appeared somewhat taller. He didn't have a large O on his chest; instead, he wore a gold medallion, and his red robes had golden trim. As in the Filmation cartoon, Orko came from the planet Trolla, where he was called "Orko the Great." He rescued an eleven-year-old Prince Adam and Cringer at the Tar Swamps when entering Eternia but lost his magic wand during the rescue, which was why his magic no longer worked so well. Orko and Cringer were accidentally present when Adam transformed into He-Man for the first time. Early on, Orko slipped up and nearly revealed the secret, but he understood its importance and was trusted with it. Thanks to the fact that he came to Eternia and saved Adam, Orko learned that he was quite prominent in the Book of Yesterdays, a tome that gathered all the events on Eternia, big and small. Eager to help out, Orko occasionally blundered with his magic, much to the chagrin of Man-At-Arms. One such mishap resulted in the freeing of Evilseed. As the series progressed, Orko became more capable. For instance, he successfully distracted Skeletor at the Jaw-Bridge of Castle Grayskull, and he brought Adam his Sword of Power when he needed it.



2002 MVCREATIONS MOTU COMICS

In the MVCreatations comic, Orko's design aesthetic was fairly consistent with that of his MYP counterpart. In the comics, Orko found the mysterious blue Shard of Darkness in the Evergreen Forest. The shard amplified his magical powers, and he was able to put out a fire at the Royal Palace. The heroes discovered later that Skeletor had plans for the shard, which was part of the Shakarran Crystal, but in the end He-Man destroyed it. When a new villain,

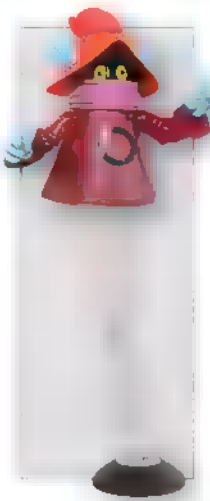


Scare Glow, attacked the heroes and trapped them in their worst nightmares, it was Orko who managed to pull He-Man out of it. Much later, after starting a fire accidentally during Man-E-Faces' play, Orko decided he wanted to return to Trolla. After consulting the Sorceress, he was sent to acquire something from the ruins of Zalesia for the spell to return to Trolla, and he was faced with a tough decision—to enlarge his role in Eternia or go back to Trolla. In the end Orko chose Eternia and thus found his long-lost magic wand.

2008 MOTU CLASSICS

Blending details from other canons and adding new ones, the Classics canon provided its own biography for Orko. Orko was among the Trollan magical elite when the Overlords of Trolla selected him to serve as the guide to the latest wielder of the Sword of He. Though he was greatly skilled on Trolla, the unpredictable mystic powers on Eternia turned his magic into harmless tricks. He became an entertainer in the Royal Court, positioning himself close to young Prince Adam. Orko possessed helpful knowledge of the universe, the Five Dimensions, the Overlords who created the sword, and the Unnamed One. Though he played the part of a fool, Orko also made unintentional blunders during his time on Eternia, including releasing Evilseed.

ORKO



Orko cast the Spell of Separation during the Second Ultimate Battleground, destroying the Snake Men, and had instrumental roles in both the war against the Unnamed One and the Third Ultimate Battleground.

2012 DC MOTU COMICS

When Orko faced off against the Skull of Power in the 2012 DC comics, he became infected with the spirit of Horde Prime, making him a mad and power-hungry demon without compassion or empathy. Using Skeletor as a pawn, this Dark Orko sent him to Earth to steal that planet's magic. His plan was foiled by the combined forces of the Justice League and the Masters of the Universe. John Constantine sent Dark Orko to an undisclosed location.

In a vision, Teela, now the Sorceress, showed He-Man one possible future where he was a tyrannical



IMAGE COURTESY OF DC COMICS

king and Orko fought with the people against him. Orko's potential fate was hinted at in the final issue of the *Eternity War* series, where King Adam had a dream in which he saw the future. He dreamt that he would lead his friends after a great war and they would fight beside him, each wielding a power greater than they had known before as guardians, knights, and warriors of a renewed Eternia. Orko's silhouette was seen among those of other heroes, indicating that he might eventually be freed from Horde Prime's corruption.

ORKO'S SHADOW**1985 FILMATION POP ANIMATED SERIES**

When Shadow Weaver stole Orko's Shadow, it not only reduced the Trollan's ability to work magic, but it was also revealed that the shadow had a life of its own. Orko's Shadow had no magical abilities but acted and spoke in exactly the same manner as Orko.

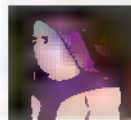


Cave Dwellers

Knowledge of the Old Vine Jungle

1983 FILMATION MOTU ANIMATED SERIES

Palos was the leader of the Cave Dwellers. He had a deep knowledge of gems and could navigate the treacherous caverns within the Old Vine Jungle. Though he was somewhat out of shape, he saved the Starchild from a Plant Ape, displaying great bravery. He also had a conniving side and was not above manipulating others in order to allow his tribe custody of the Starchild.

**ORN****1983 FILMATION MOTU ANIMATED SERIES**

Orn was the Eternian Minister of Trade who reported to King Randor. He was a smartly dressed, elderly man who had white hair and a white mustache. He spoke in a low, calm voice.

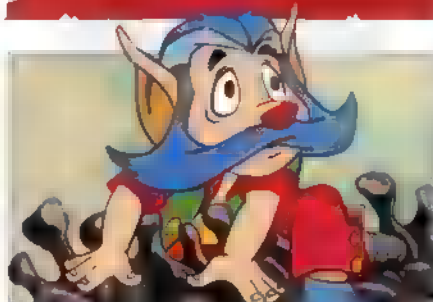
**OVERSEER**

Evil Horde

Whip

**1985 FILMATION POP ANIMATED SERIES**

The Overseer was a slave driver within the Mines of Mondor on the planet Kyrtris. A large, hairless man with gray skin, he was a being of pure brute strength who took great pleasure in bullying the slaves and whipping them into submission.

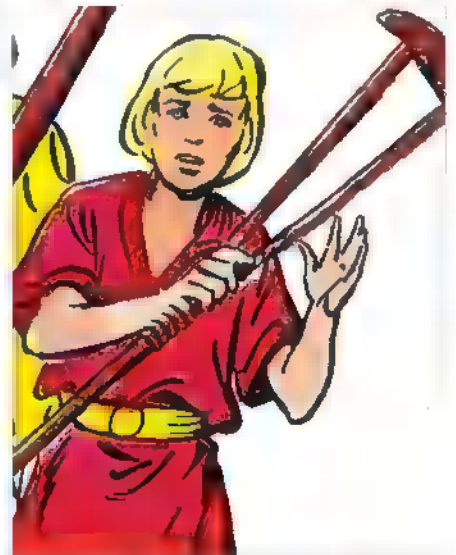
PA-PEE

Kon-Seals

Hiding

1985 FILMATION POP ANIMATED SERIES

Pa-Pee was a Kon-Seal, a race of creatures with magical hiding abilities. The father of Loo-Kee, Pa-Pee led his people's efforts to feed the prisoners at Beast Island.

PAR-KER**1986 UK MOTU COMIC MAGAZINES**

Par-Ker was a brave young boy from a small village in the Fright Zone on Eternia. Born disabled, he could only walk with the aid of a wooden crutch. The other children, particularly Tom-Sern, picked on and humiliated Par-Ker for his disability. Par-Ker longed to prove his worth and idolized He-Man, his personal hero. When he risked his life to save He-Man from the clutches of Hordak, Par-Ker proved himself a hero and won the respect of the other children in his village.

PECK**1985 FILMATION POP ANIMATED SERIES**

Peck was imprisoned by the Horde for twenty years after his cart splashed mud on a Horde Trooper. He was freed during the Great Rebellion's rescue mission for Peekablue and reunited with his son Keeber.

PEEKABLUE

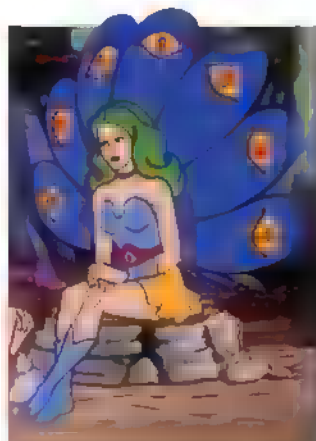
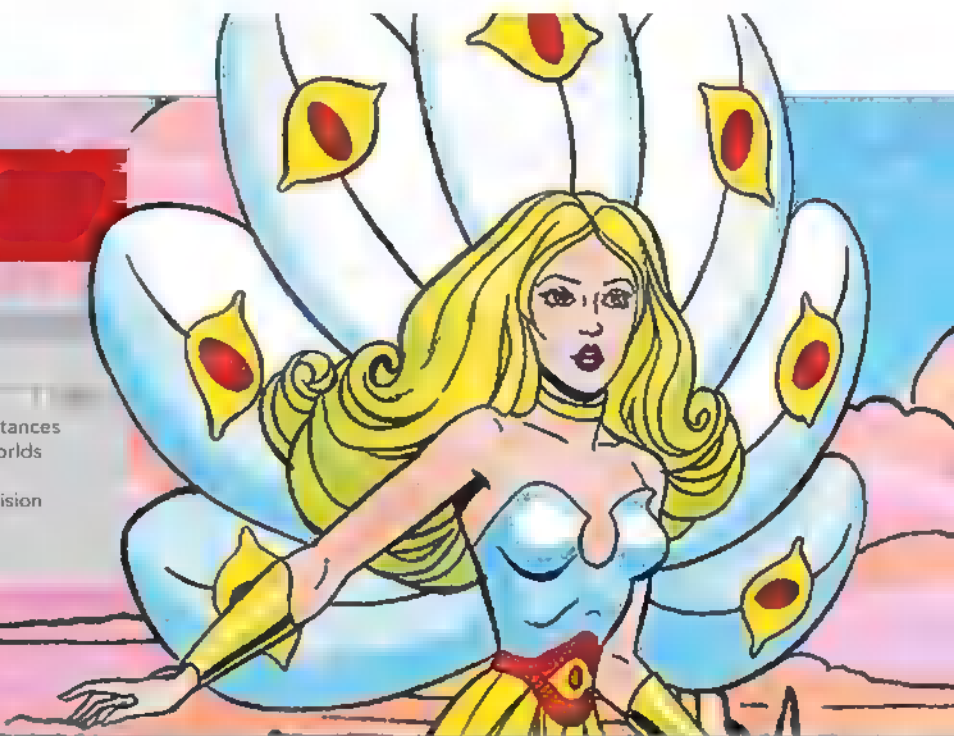
Watchful Feathered Friend
Guardian of Peace

PEEKABLUE
Penelope

ORIGIN
Great Rebellion
Princesses of Etheria

Fighting fan

Sight over vast distances
Sight into other worlds
Clairvoyance
Omnidirectional vision



1985 FILMATION POP ANIMATED SERIES

Peekablue lived in a cottage deep in an Etherian forest. Though she was friends with many members of the Great Rebellion, she was too afraid of the Horde to join it herself. Eventually, her friendship with Adora led to her overcoming her fears, and she became an important and valued member of the Rebellion.

Peekablue's peacock-like tail feathers granted her psychic multivision, allowing her to "see" across vast distances, even into other worlds, as well as into the near future.



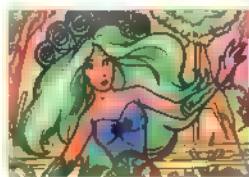
the tips of her feathers to see in many directions ■ once. She was extremely proud of her beautiful plumage.

2008 MOTU CLASSICS

Consistent with earlier portrayals, the Classics canon added that Peekablue followed She-Ra and the Great Rebellion to Eternia. She fought in the Second Ultimate Battleground alongside Man-E-Faces. The pair of warriors fell in love, and Peekablue remained on Eternia.

1985 POP MINICOMICS

As in other media, Peekablue's most notable characteristic in the minicomics was her magnificent feathered peacock tail. The tail's many "eyes" enabled Peekablue to see far and wide. She could also use the tail to see for great distances and could discern objects that were deep underwater.

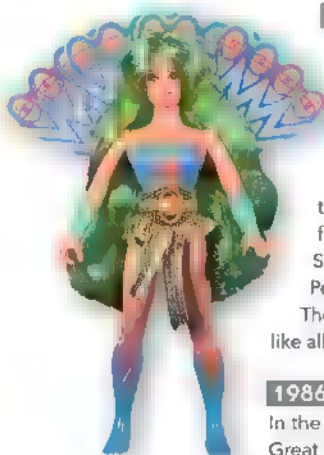


1986 GERMAN POP AUDIO PLAYS

In contrast to other portrayals, Peekablue was the Guardian of Peace on Etheria in the German audio plays. She lived in the Facet of Light and served as a scout, using her gift of far-seeing. Her feathers could also open windows into her entire past. An evil spell from the Volcano Magus once turned Peekablue's feathers gray and rendered her blind and weak. She-Ra succeeded in healing her by bathing Peekablue in the magical waters of the Silver Fall. The proud Peekablue was aware of her beauty and, like all the princesses, wanted to win Bow's heart.

1986 UK POP COMIC MAGAZINES

In the UK comics, Peekablue served as a spy for the Great Rebellion against the Horde, using the eyes on



PERFUMA

TIT

Scent-Sational Flower Maiden
Princess of the Wildflowers

Tara

AFFILIATION

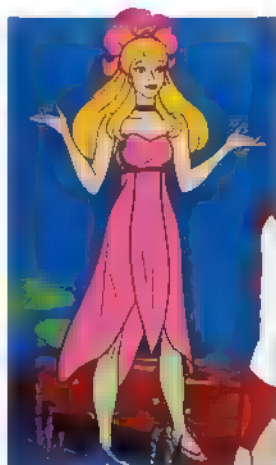
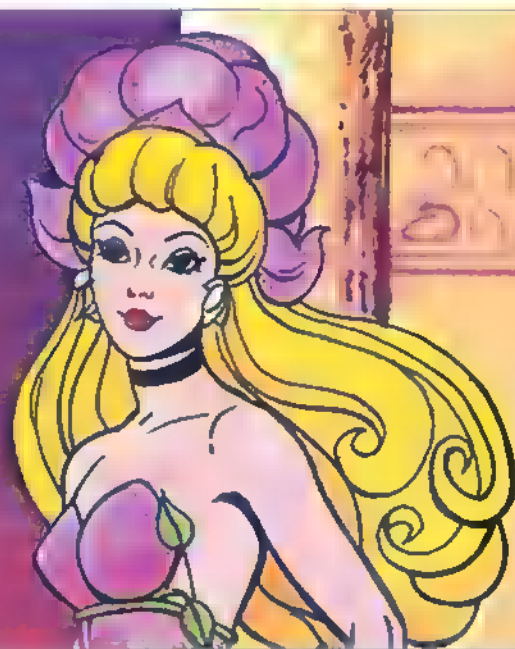
Great Rebellion
Princesses of Etheria

WEAPONRY

Flower gun

SPECIAL ABILITIES

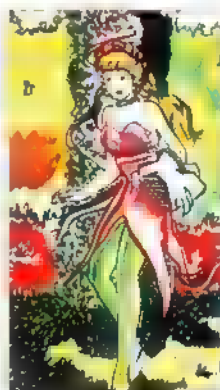
Conjuring flowers
Sleep-inducing perfume
Scenting inanimate objects
like flowers
Magical control and manipu-
lation of plants



1985 FILMATION POP ANIMATED SERIES

Perfuma was most comfortable in the Whispering Woods, surrounded by vegetation. She had the ability to conjure flowers and bring plants into bloom in any environment. Jovial and ever with a smile upon her face, she spoke in a cheerful, singsong manner.

Her demeanor could irritate others. When she was captured by the Horde, she was completely indifferent to the fact she was a prisoner in the Fright Zone. She spread flowers and joy around Hordak's fortress, which annoyed Hordak so much that he openly invited She-Ra to the Fright Zone to take her back!



with Thaymorian Orchid seeds for the bees. Though Perfuma and Flutterina often bickered, when they needed to work together, they cooperated like the best of friends.

Perfuma served the Great Rebellion primarily with her power to control and manipulate plants.

2008 MOTU CLASSICS

The Classics canon drew from earlier media, adding some details of its own. Tara, later to be known as Perfuma, was born in an enchanted garden on Etheria, far from human kingdoms. There, she was taught by the sunflowers and dancing daffodils. She learned how to put people to sleep, a skill she would often use in later life to assist the Great Rebellion. She followed She-Ra and the Rebels to Eternia to participate in the Second Ultimate Battleground.

1985 POP MINICOMICS

In the minicomics, Perfuma tended a garden outside the Laughing Swan Inn. Her garden was widely considered the most beautiful on Etheria. Sweet and trusting, she possessed the ability to create a sleep-inducing perfume from her headpiece, rendering her intended victim unconscious for a time when the perfume was inhaled.



1986 GERMAN POP AUDIO PLAYS

In the German audio plays, Perfuma, Princess of the Wildflowers, lived in a fragrant Vase Palace. She loved her flowers more than anything or anyone, including Bow, and was hurt if confronted with artificial flowers. She regarded all plant life as sacred and worth protecting.

1986 UK POP COMIC MAGAZINES

The UK comics' portrayal of Perfuma was rather different from other media. Perfuma lived in the Perfumed Falcon, a castle whose entrance was high in the sky. She would float up to it on perfumed clouds, and there she kept magical fragrance bottles and talking flowers. Her favorite time of year was spring, and she provided Sweet Bee



PHILIP (I)

ROYAL GUARD

WEAPONRY
Staff

1983 FILMATION MOTU ANIMATED SERIES

Philip was a young member of King Randor's Royal Guard. He refused to admit his mistakes or take responsibility for his actions. He protested when he was reassigned to a weather station, believing such a post was for "losers." Ultimately, he learned to accept responsibility and proved himself against Icer.

PHILIP (II)

SPECIAL ABILITIES
Hypnosis

**1983 FILMATION MOTU ANIMATED SERIES**

The young son of Mekaneck, Philip was lost to his father during a storm on Dragon Mountain. He was rescued by the evil Count Marzo, who, upon discovering Philip's talent for playing the flute, taught him to play a special

song that hypnotized others. With Philip at his side, Marzo was able to steal from many people, until Philip bravely stood up to him. He was later reunited with his father.

PIGBOY**1987 MOTU FILM**

A diminutive minion of Skeletor, Pigboy had beady eyes and a piggish snout. He wore a hooded cape and robes while keeping watch over the Havoc Staff.

TRIVIA: This character's name was "Mata-Shai" in the notes for his design, though he was called "Pigboy" in the film's credits.

PLUCK

TWIGGETS

**1985 GOLDEN POP BOOKS**

Pluck was a Twigget who put flowers in Adora's hair. She was once kidnapped by Catra.

PLUNDOR**TITLES**

Evil Rabbit Seeking Riches
Plundor the Spoiler

WEAPONRY

Cosmic blaster
Enchanted axe

SPECIAL ABILITIES

Inventing

1983 FILMATION MOTU ANIMATED SERIES

Plundor was a cruel humanoid rabbit monstrosity who took great pleasure in polluting an entire world (Trannis) and ending many species of life. He planned to become wealthy by selling a life force to cure the planetwide pollution. He was greedy and particularly enjoyed mocking those he thought to be defeated.

2008 MOTU CLASSICS

The Classics canon added little to Plundor's characterization, stating that he was a brilliant inventor who traveled the universe.

**P'MARSH**

SPECIAL ABILITIES
Archaeology

1986 UK MOTU COMIC MAGAZINES

P'Marsh was one of the greatest archaeologists on Eternia. When he explored an ancient city in search of the Lost Stone of Kiltor, he asked He-Man to accompany him. As a man of science, P'Marsh did not believe in magical curses and refused to believe the legend that the stone was cursed by the power of the Sun Demon. However, he found to his detriment upon unearthing the stone that its curse was very powerful indeed, unleashing the Sun Demon and causing immense destruction.

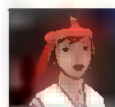
**PODI**

FANTUS TRIBE

Touching the Moorfire Stones

1983 FILMATION MOTU ANIMATED SERIES

The daughter of Chief Merlo of Eternia's Fantus Tribe in the Vine Jungle, Podi was the only person who could hold the Moorfire Stones. Initially irresponsible, she eventually matured.

**POLK**

WEAPONRY
Power-Drainer

Sorcery

**1986 UK MOTU COMIC MAGAZINES**

Polk was an evil warlord who wanted to conquer the entire universe. He searched through space and time for his ideal army and captured the warriors of Amerios Island in Eternia's history to serve his own purposes. He later kidnapped both the Heroic and the Evil Warriors from Eternia and used his Power-Drainer machine to transfer their powers to his own army. He was eventually defeated by Roboto, who, being a robot, was unaffected by his Power-Drainer. Polk was banished back to his home dimension by the Elders of Eternia.

POLTAN

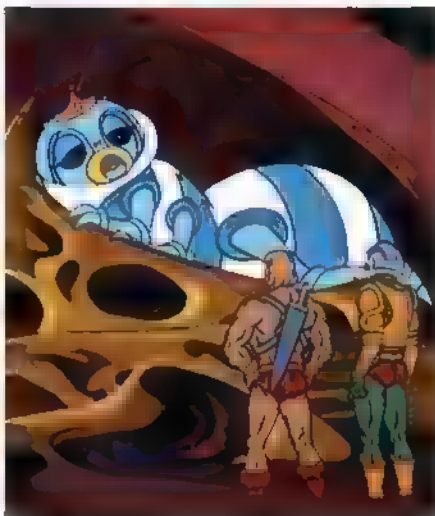
POLTAN



1985 FILMATION POP
ANIMATED SERIES

Poltan and his wife, Hemli, were farmers in the village of Mandaville when the Horde stole their grain and imprisoned them. Alongside their daughter, Leena, and the Great Rebellion, they defeated Modulok and his Troopers.

POLTI QUEEN



1983 FILMATION MOTU ANIMATED SERIES

The Polti Queen was a large, regal insect that ruled over the Polti race. Initially a fair ruler, she found it hard to trust any Eternians after Evil-Lyn stole the Amber Crystal of Millarca. However, her wisdom eventually resulted in her seeing the good in He-Man and his quest.

PON-DAR

Freeze Ray

Inventing
Bounty hunting



1986 UK POP
COMIC MAGAZINES

The leader of a trio of bounty hunters, Pon-Dar was frail in physique but a masterful inventor. He was once hired by Hordak to capture She-Ra and devised a Freeze Ray to achieve this aim.

POOLE



1983 FILMATION MOTU
ANIMATED SERIES

Poole served Lady Arvela loyally at Castle Landros. Dressed in green robes, he was soft spoken and often acted as Lady Arvela's conscience by questioning her decisions.

PRAHVUS

Evil Master of Doom

Prahvus the Untamed

Evil Horde

War club

Superhuman strength



2002 MIKE YOUNG
PRODUCTIONS MOTU
ANIMATED SERIES

Prahvus was a marauding, horned warlord who joined others to terrorize villages during the

Great Unrest. He stole the Ergon from Sortech and used it to fuel a battalion of war machines. In the end, a massive explosion from the Ergon destroyed Prahvus and his band of warlords.

2008 MOTU CLASSICS

A villain from Eternia's past, Prahvus the Untamed terrorized Eternia after Count Marzo freed him from a magical prison and used him to distract King Miro during the Great Unrest. Prince Keldor fought and trapped Prahvus inside a magical lamp, where he remained for decades. When Hordak returned to Eternia, two of his minions released Prahvus from the lamp. Shadow Weaver magically enslaved the otherwise-untamable Prahvus. Soon, they set him loose upon the Horde's enemies. Prahvus fought against the Masters of the Universe in the Second Ultimate Battleground.



PRANKSTER

Wokrapanwookie

Trollans

Sorcery
Teleportation



1983 FILMATION MOTU
ANIMATED SERIES

Prankster was from Karadania on Trolia, a land of practical jokers. A proficient magician, he only used his magic to cause trouble, though he never intended to harm anyone.

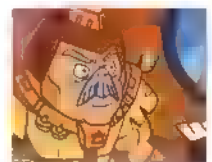
His troublesome ways could be brought to an end by saying his real name, Wokrapanwookie, which would instantly transport him home. Unlike other Trollans, his face was uncovered, though it was unclear if other Trollans looked as he did. He was accompanied by a spherical robot named Blinker.

PRESIDENT PELL

Mytes

1990 NEW ADVENTURES OF HE-MAN
ANIMATED SERIES

President Pell was the wise and thoughtful leader of the Mytes on Necron. He wanted nothing but an end to hostilities with the Gleanons, with whom they shared their planet. Eager to make contact with new races, he sent Ambassador Bimo to Primus to open talks. After being saved from General Nifel by Mara and the Galactic Guardians, President Pell requested that Mara remain with the Mytes as the representative of Primus. He later appointed her Queen of the Mytes.



PRIME MINISTER PANGAS

1983 FILMATION MOTU
ANIMATED SERIES

Prime Minister Pangas was a kindhearted and respected man with a sense of humor. A wise and noble leader, he cared a great deal for his people.



PRINCE ADAM

Heroic Secret Identity of He-Man
Man
Prince of Eternia

He-Man

Heroic Warriors
Royal Family of Eternia
Great Rebellion

Sword of Power

TRANSFORMING INTO He-Man

Masters of the Universe
Heroic Defenders



1982 DC MOTU COMICS

Prince Adam, the son of King Randor and Queen Marlena of Eternia, ventured into the forest to hunt and discovered that Damon, a wizard, had enslaved a village. While in battle with Damon's demon, Zoar the falcon appeared and transformed Adam into He-Man. From then on, whenever danger threatened Eternia, Adam would enter the Cavern of Power with his talking pet tiger,

Cringer, and the pair would be transformed into He-Man and Battle Cat.

To maintain the illusion that Adam and He-Man were two separate individuals, Adam played the role of a womanizing, tavern-brawling, happy-go-lucky prince, much to the chagrin of Man-At-Arms and King Randor. Though he knew the façade must be maintained, Adam disliked the deception.

1983 FILMATION MOTU ANIMATED SERIES

The Filmation animated series established that Prince Adam's transformation took place when he held his sword aloft and cried, "By the Power of Grayskull! ... I have the power!" Though he'd been given the Power of Grayskull sometime in his late adolescence, a full account of those events was never presented. Only the Sorceress of Grayskull, his mentor Man-At-Arms, his friend Orko,

and Cringer were aware that he and He-Man were one and the same. It was strongly hinted that his mother, Queen Marlena, suspected this. The Cosmic Enforcer Zodak was also aware of Prince Adam's secret identity.

To keep his loved ones from harm, Adam played the role of the fun-loving, cowardly prince, distancing himself from his identity as He-Man. This often created an identity crisis and frustrated Adam, who harbored a desire to show his parents his true potential. Often, Adam demonstrated swordsmanship even without the Power of Grayskull. Though Randor frequently displayed impatience with his son's antics, Marlena was generally more understanding. As Adam and He-Man were essentially the same individual, they shared the same morals, feelings, and resourcefulness, regardless of the difference in their powers.

Adam possessed telepathic abilities, which he used to communicate with the Sorceress. Even in Adam's youth, the Sorceress guided the young prince and looked after him. He greeted her missives with a familiarity that suggested an ongoing and nurturing relationship. Man-At-Arms was a mentor, confidant, and friend, often offering Adam advice and wisdom. Cringer, Adam's talking pet tiger, shared a loving bond with Adam. Both were considered misfits of a sort within the confines of the Royal Palace.

Adam's relationship with Teela was somewhat complicated. Though they were often like close siblings, they also acted like a romantic couple who never quite managed to classify their relationship. This was further compounded by Adam's need to prove himself to Teela, who was frequently exasperated with his behavior.

1983 MOTU MINICOMICS

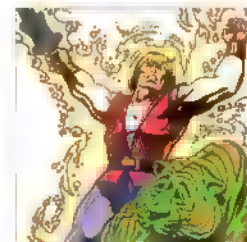
The later minicomics established that archaeology was a favorite pastime of Prince Adam.



TRIVIA: While Adam was generally depicted wearing a red vest and purple tights throughout the minicomics, in *Masks of Power* and *Dragon's Gift*, Adam wore a blue vest and no tights, closely resembling his appearance in the 1982 DC comics.

1983 GOLDEN MOTU BOOKS

TRIVIA: Prince Adam did not appear until the second wave of MOTU Golden books, when He-Man's origin was reimagined to fall more in line with the Filmation animated series.



1983 LADYBIRD MOTU BOOKS

Though largely consistent with the Filmation animated series, Teela could use Kobra (her staff) to telepathically alert Adam that she was in danger and that He-Man's presence was needed.



PRINCE ADAM

1983 KID STUFF MOTU RECORDS

Unlike in the DC comics, Prince Adam carried the Sword of Power, given to him by the Sorceress of Grayskull, at his side in the Kid Stuff stories. Adam raised the sword over his head and shouted, "By the Power of Castle Grayskull!" A bolt of white lightning would strike the tip of the sword, and both he and Cringer would be transformed into He-Man and Battle Cat amid clouds of black smoke.

Though Man-At-Arms was his subordinate, it was clear that he shared a close friendship with Prince Adam and was aware of the prince's dual identity.

TRIVIA: It is notable that canons which followed the Kid Stuff records dropped the word "Castle" from the incantation that began Adam's transformation into He-Man. Further, Kid Stuff did not include the familiar "I have the power!" phrase that concluded the transformation in other media.

**1984 UK WORLD MOTU ANNUALS**

Though clearly following in the footsteps of the Filmation animated series, the World annuals provided some additional details (and differences) regarding Prince Adam's character. The love triangle between Adam, He-Man, and Adam's bodyguard, Teela, was more clearly defined. In addition to the phrase "By the Power of Grayskull!" Adam needed to strike the invisible Sword of Power against stone to initiate his transformation.

1984 GERMAN MOTU AUDIO PLAYS

The audio plays accentuated Adam's cowardly and carefree nature, portraying him as something of a pacifist. He enjoyed composing poetry, performing music, tending flowers, and maintaining the Royal Library, where he stored a radio that put him in contact with other planets. He exaggerated these characteristics to such a degree that no one took him at all seriously; even Skeletor saw him as a harmless weakling. Adam was allowed to freely wander the caverns of Snake Mountain. He often delighted in using his antics to rile Teela and was amused when she'd storm off to find He-Man.

**1984 GERMAN INTERPART-CONDOR MOTU COMICS**

In the Interpart-Condor comics Prince Adam abhorred violence and preferred the fine arts to brutal battles. In his spare time, he liked playing the harp or spending the day relaxing in his favorite place, the Royal Palace's flower garden. Almost everyone believed Adam to be a lazy coward, including Teela, who loved He-Man and regarded the prince as a friend but also despised him for his apparent jealousy of Eternia's champion. This hurt Adam, as he ridiculed He-Man's successes because he did not want to praise himself. In fact, he would have loved to reveal his secret identity to Teela but was not yet allowed to do so. Despite not engaging in fighting exercises, Adam was not completely helpless, as his agility allowed him to escape even Webster's clutches.

1985 FILMATION POP ANIMATED SERIES

Building on the portrayal from the Filmation MOTU series, Adam's role as part of the Great Rebellion was not tempered by his need to play the coward. He was far more proactive on Etheria, often undertaking missions with other Rebels. The POP series established that Adora was his twin sister, with whom he shared a strong and loving bond. In time, Adam became a fixture of the Great Rebellion.

Adam attracted the romantic interest of both Glimmer and Castaspella. Though he seemed embarrassed by Glimmer's advances, Adam apparently shared Castaspella's feelings openly.

1985 FILMATION MOTU/POP ANIMATED CHRISTMAS SPECIAL

The Filmation Christmas special established that the birthday of Adora and her twin brother Adam coincided with the winter festivities on Eternia, the same time of year during which planet Earth celebrated Christmas.

TRIVIA: The special seemed to contradict the Filmation animated series, as when Adam celebrated his nineteenth birthday in the episode "The Great Books Mystery," it did not seem to take place during the winter.

1986 MARVEL STAR MOTU COMICS

The Marvel Star comics introduced an alternate timeline where the Sword of Power was transported thirty years into the future, allowing Skeletor to effortlessly conquer an Eternia bereft of its hero. When Adam traveled into the future to retrieve the sword, he found an older version of himself who was a battle-hardened and disillusioned leader of a resistance movement.

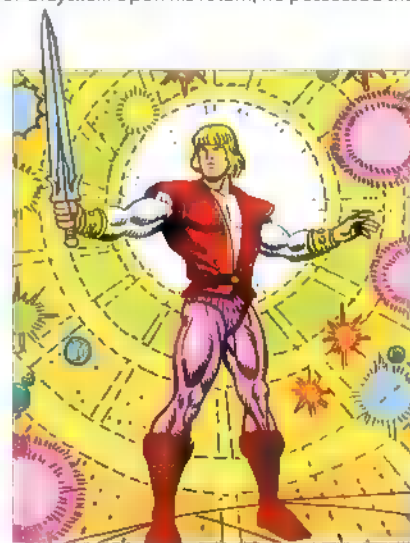
**1986 UK MOTU COMIC MAGAZINES**

The UK comics presented a different look into Prince Adam's acquisition of the Power of Grayskull. When Adam was taken to Castle Grayskull by Man-At-Arms, the Sorceress and the Elders of Eternia appeared to him when the Sorceress learned of Skeletor's impending invasion. Adam was transported

into the Timeless Dimension, where he gained the knowledge and wisdom necessary to wield the Power of Grayskull. Upon his return, he possessed the ability to become He-Man.

1987 GERMAN EHAPA MOTU COMICS

If necessary, Prince Adam was capable of holding his own in battle, but he pretended to be a lazy daydreamer so Teela would not get suspicious. Adam finally revealed his secret identity to his mortal enemy when he transformed into He-Man in front of Skeletor aboard the Starship. Traveling to the Triax Star System, Adam never transformed back but remained in his He-Man persona.





1987 ITALIAN MAGIC BOY MAGAZINES

In the *Magic Boy* comics, Prince Adam displayed frustration with having to hide his secret identity. This frustration came to a head when he was forbidden by his father to participate in the Competition of Courage. Finally fed up, he nearly transformed into He-Man in front of a group of onlookers. The transformation was inadvertently averted due to a timely spell cast by Evil-Lyn which caused Adam to lose his memory for a time.

When Darius and Icarus arrived on Eternia to seek its great hero, Prince Adam transformed into He-Man for what seemed to be the final time, as the Sorceress informed him that the past and future had combined and Prince Adam was no more.

1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES

The *New Adventures of He-Man* animated series picked up Prince Adam's story more or less where earlier media had left off. Before leaving Eternia for the future, Prince Adam revealed his secret identity to his parents, transforming into He-Man in front of them. To preserve his secret on Primus, Adam took on the role of Master Sebrion's nephew, a trader from Levitan, and enlisted in the Galactic Guardians training program.

He forged a bond with Master Sebrion and often advised him on Skeletor's tactics, drawing on his previous experiences. He served as a kind of brother and role model to the impetuous Caz. He shared romantic feelings with Mara, who suspected that he and He-Man were one and the same. Adam would often display jealousy toward those who expressed an interest in her.

Adam remained in contact with the Sorceress, who instructed him on the power of the good and the way of the magic.



TRIVIA: Adam's transformation into He-Man in the future was initiated with the new phrase "By the power of Eternia!" The original incantation, "By the Power of Grayskull!" was used only once, when Prince Adam transformed in front of King Randor and Queen Marlena.

2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES

Younger, shorter, and skinnier in the MYP animated series, Adam was an irresponsible teenage prince who dismissed battle training as fun and games, having lived a protected life because of the Mystic Wall. He had his pet tiger, Cringer, from an early age; when he was eleven years old, both of them had been rescued by Orko at the Tar Swamp. On his sixteenth birthday, he was taken to Castle Grayskull and informed of the prophecy which foretold his destiny. He initially scoffed at the notion that he could become a great warrior.



The descendant of the legendary King Grayskull, Adam used his ancestor's ancient weapon to transform into He-Man.

The necessity of maintaining two identities was sometimes a serious weakness for Prince Adam, as finding a place to transform out of sight of others frequently proved challenging. Adam tried to

dismiss his role as He-Man, but he realized the role was crucial for Eternia's safety. On occasion, Adam would join the Masters on missions and not have a need to transform.

2008 MOTU CLASSICS

The Classics canon provided its own backstory for the Prince of Eternia, blending details taken from earlier incarnations with new concepts. As children born of two worlds, Prince Adam and his sister Adora were the prophesied Twins of Power and destined to inherit the Power of Grayskull. In contrast to other media, Adam was given half of the Sword of Power and a technovest by the Sorceress, and he set out to find and unite both halves of the Sword of Power to become He-Man.

After many years keeping his dual identity a secret, the fact that both Prince Adam and He-Man were one and the same became common knowledge after Skeletor seized the throne and drove the Masters of the Universe underground. With his Adam persona no longer serving any purpose, Adam chose to remain in his He-Man form once he set out after Skeletor to Primus.



2012 DC MOTU COMICS

The 2012 DC comics depicted the dual identity of Adam and He-Man as common knowledge. When Adam was a child, he had unconsciously tapped into the power of eternity and willed space and time to slow down in order to save his father. Guided by Teela, the new Sorceress, he became king of Eternia after the death of King Randor.

During the Horde invasion, he was shown a vision of the future in which He-Man ceased transforming back into Adam. Without the humanity of Adam to temper his power, the power corrupted him, and King He-Man became a tyrant. He was locked in a final battle with his sister, She-Ra, and caused the end of the universe. Upon seeing the vision, Adam broke the Sword of Power and cut off his source of power.

As Adam, he continued the campaign to retake Eternia from Hordak. At some point after breaking the sword, he was consumed by King Hssss. As Adam, he wore the King Hssss armor and led the combined forces of the Snake Men and Eternia to retake Castle Grayskull. Although consumed, Adam's spirit remained and fought King Hssss. The prince cast out King Hssss and tore open his own chest. With only a second of life left, Prince Adam was able to tap into the power of eternity, as he once did as a child, slowing down time long enough for him to return to the forge and transform himself into He-Man, the Master of Eternity. With Skeletor's defeat, Adam saved his world and the universe at the conclusion of the Eternity War.

Forging his kingdom from the new Castle Grayskull, Adam wondered about the unknown future. He balanced his Adam and He-Man personas, using the best elements of each to make decisions. King Adam married Teela and began to create a new future for Eternia.



IMAGE COURTESY OF DC COMICS



PRINCE AMBERIS



1984 UK WORLD MOTU ANNUALS

Prince Amberis of the kingdom of Auriconia in the Ice Mountains was his mother's only child. His grandmother, the queen, was disappointed that he was not a girl, for Auriconia had never had a king.

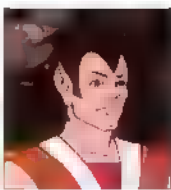
Amberis set out to see the world and was captured by Skeletor, who gave him ■ ■ vendor to be sold at the marketplace. Feeling sorry for the small, rodent-like creature, Prince Adam purchased him and was surprised to find that Amberis was royalty. Adam helped him return to his kingdom.

PRINCE ARKION

Prince of Vargon

Lariat (staff)

Ventriloquism



1985 FILMATION POP ANIMATED SERIES

Prince Arkion of the kingdom of Vargon was the son of the respected King Semor. He was a thrill seeker with an insatiable thirst for adventure and good

times. His glowing staff, Lariat, emitted a slender beam of light that could function as a whip, a lasso, and various other things.

PRINCE BAR'IN



Prince of Aarborea

Lance

1986 MARVEL STAR MOTU COMICS

Prince Bar'in ruled Aarborea—a planet once under the Horde's control.

TRIVIA: Prince Bar'in of Aarborea was direct nod to the *Flash Gordon* character Prince of the Planet of Aarborea.

PRINCE CORWIN

1986 MOTU NEWSPAPER STRIPS

Prince Corwin, heir to the kingdom of Rondale, was a twelve-year-old lad with a very outspoken personality. The son of Queen Elisa and nephew of Prince Nicholai, he wore a turban at all times and had the air of one used to the adulation of others.

Corwin was at the crux of a political dispute in Rondale. The Merken Islands were Rondale's for hundreds of years, until Califia took them. Queen Elisa wanted to send the crown prince to study ■ Califia, much to the outrage of the Rondalian populace.



PRINCE DAKON

Prince of Vaderia

Sword

Swordsmanship



1983 MOTU MINICOMICS

Prince Dakon was Prince Adam's childhood friend. He was a highly capable warrior, proficient with the long-sword. He assisted the Heroic Warriors in battling the Gnolls and was instrumental in rescuing his fiancée Maran from the evil Geldor.

2008 MOTU CLASSICS

Providing some additions and changes, the Classics canon established that Dakon was the prince of the Eternian kingdom of Vaderia, located close to Geldor's kingdom of Foodar. He saved his vizier Torgul (rather than his fiancée) from Geldor, with the help of He-Man and the Masters of the Universe.

PRINCE DAL

Prince of Dyperia

1983 FILMATION MOTU ANIMATED SERIES

Prince Dal of Dyperia was King Stefen's son and Prince Adam's cousin. A brave and noble young man, if somewhat gullible, he helped his father and the Heroic Warriors drive the Torcs back into their caverns.



PRINCE DANIEL

1985 GOLDEN POP BOOKS

When they were children, Prince Daniel of the kingdom of Greenleaf and Princess Ellanella of the kingdom of Stardell swore an oath to love and protect one another. Later, when Catra's treachery transformed Daniel to stone and Ellanella into a deer, their oath allowed Ellanella to break the enchantments. The sweethearts were married and joined their two kingdoms, becoming powerful allies to the Great Rebellion.



PRINCE DEFIANT



Sword

Swordsmanship

1985 GOLDEN POP BOOKS

Prince Defiant was from a distant kingdom and set out to join the Great Rebellion. Catra captured him and used an impostor to infiltrate the Rebels. After he was rescued, Prince Defiant joined the Rebels in their struggle against the Horde.

PRINCE ESKER

Prince of Morainia

1983 FILMATION MOTU ANIMATED SERIES

The son of King Boreas of Morainia, Prince Esker was snooty and had little respect for his sister, Princess Janice, until she saved their father.



PRINCE GLITCH



1983 FILMATION MOTU ANIMATED SERIES

Prince Glitch was the son of King Sallas of Sallasia. He ran away from home in search of a life of excitement with Skeletor's Evil Warriors but disliked the looting and plundering. During his brief stay at Snake Mountain, he lost his confidence and courage. He eventually overcame his doubts and challenged Skeletor.

PRINCE HAZAR



Prince of Erelandia

1985 FILMATION POP ANIMATED SERIES

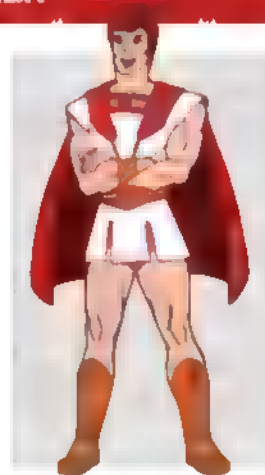
The son of King Duplis, Prince Hazar of Erelandia wanted to rebel against the Horde, unlike his father. The prince sought out allies. After being sent to and rescued from the Mines of Mondor, he convinced his father to join him in the fight against the Horde.

PRINCE HIGHCLIFF

Prince of Blue Mountain

1985 FILMATION POP ANIMATED SERIES

Prince Highcliff of Blue Mountain was a handsome young man adorned in white and red Grecian-style garb. He and Glimmer shared an affection for one another; he helped her see through the Horde member False Face's disguise when False Face imprisoned Highcliff and tried to impersonate him. After being freed from the Fright Zone by Glimmer, Prince Highcliff was relieved to learn that her new hairstyle was only temporary.



PRINCE JOL

Prince of Antares

1985 FILMATION POP ANIMATED SERIES

Prince Jol was a spoiled young boy from the distant planet of Antares who crash-landed on Etheria after being attacked by the Horde. Life on Antares was very different from Etheria, as many people on his planet owned mechanical companions called Robo-Friends that did everything for them. Prince Jol was stubborn, selfish, and dependent on his Robo-Friend. Stranded among the children of Etheria, he learned the true meaning of friendship.



PRINCE KEVIN

1985 FILMATION POP ANIMATED SERIES

Prince Kevin was a young man and heir to his homeland's throne. As his father approached retirement, Kevin had little interest in studying the laws of his kingdom, wishing instead to enjoy himself. Prince Kevin's perspective changed after an encounter with the Horde led to his developing an attraction to Flutterina.



PRINCE MAKIN

PRINCE MAKIN



1984 UK WORLD MOTU ANNUALS

Prince Makin was the son of King Oger of the Snow Mountains. He was among the students kidnapped by Evil-Lyn in an attempt to lure He-Man into a trap.

PRINCE MICHAEL



Royal Family of Eternia

1984 UK WORLD MOTU ANNUALS

Prince Michael was the youngest of King Randor's nieces and nephews. His mother was Randor's sister and the queen of another kingdom. Michael came to the kingdom of Eternia to further his studies in history.

PRINCE NICHOLAI



1986 MOTU NEWSPAPER STRIPS

Prince Nikolai, uncle of Rondale's crown prince, Corwin, and brother-in-law of Queen Elisa, headed the revolution that erupted in Rondale. He was urged on by his chief adviser, Count Roteleks.

Nicholai and Lady Miranda shared a history;

the two were apparently old flames, much to the chagrin of Man-At-Arms.

PRINCE NORB

Prince of Highpoint

1985 FILMATION POP ANIMATED SERIES

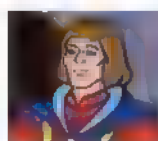
Prince Norb was the young and noble leader of the people of Highpoint. He longed for, and eventually established, peace between his kingdom and that of Baron Condore.



PRINCE OF MORAGORE

1983 FILMATION MOTU ANIMATED SERIES

Upon conquering the kingdom of Moragore, Skeletor transformed its prince into a hideous creature known as the Monster of Moragore. Disturbed by his own appearance, the prince believed he could not lead his people. Teela helped him believe in himself once again, and when she kissed him, his true handsome form returned once more.



PRINCE ORWALL



1985 FILMATION POP ANIMATED SERIES

Prince Orwall, prince of a small kingdom on Etheria, risked Horde retribution when he supplied goods to the Great Rebellion. He was aided by the Magicats, who made his carts invisible.

PRINCE RUNALF AND PRINCE YAINE



Royal Family of Eternia

1984 UK WORLD MOTU ANNUALS

The golden-haired Prince Yaine and his brother Runalf were Prince Adam's twin nephews. Stuffy and dignified, the princes did not like childish games and preferred challenges to their skills.

PRINCE TER'RYL

Prince of the Kingdom of the Outer Lands



1986 UK MOTU COMIC MAGAZINES

Prince Ter'Ryl was a young prince from the Kingdom of the Outer Lands. He befriended Orko and enjoyed watching his magic tricks.

PRINCE XAMUT



1987 GERMAN EHAPA MOTU COMICS

Prince Xamut was the young son of King Xamul, ruler of Eternia's neighboring planet Sartorius. After Xamul's death, Xamut attended the traditional tournament to determine a new king. When He-Man won the tournament and accepted the crown of Sartorius, he handed the kingship over to Prince Xamut. Through this action, He-Man became Xamut's regent until the prince would be old enough to become king.

PRINCE ZED

Evil Horde



1985 FILMATION POP ANIMATED SERIES

Horde Prime's son and Hordak's nephew, Prince Zed had been spoiled and sheltered on Horde World. After a brief time in the Whispering Woods, he realized the Horde were in the wrong. He promised changes when he returned to Horde World.

PRINCESS ALLEGRA

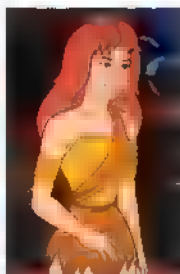
Princess of the Green Island Kingdoms

Agility
Communication with White Fangs

1985 FILMATION POP ANIMATED SERIES

At a young age, Princess Allegra of the Green Island Kingdoms was caught in a monsoon while sailing and washed up onto a peninsula. Knocked unconscious, she was separated from her family and rescued by the White Fangs, a pack of wolves. Left to fend for herself with her new family, she was presumed dead for five years. She grew feral and was feared by other humans. She spoke in guttural, wolfish sounds, gnawed her food, and possessed speed and agility comparable to those of the

White Fangs. She was short tempered, feisty, and fiercely protective of her adoptive family. She was eventually reunited with her father, King Arbor, and returned to her homeland, leaving the White Fangs to roam the Etherian wild.



PRINCESS DENURA

1986 MOTU NEWSPAPER STRIPS

A princess from Madaka in the Northern Isles, Benura was the kind and noble daughter of King Telmund. She appeared as Prince Adam's escort at a public event and warned him about the difficulties of making public appearances due to the constant hounding of the press and the fact that all eyes were always on them. She commented about how tiring it was to put a smile on all the time.



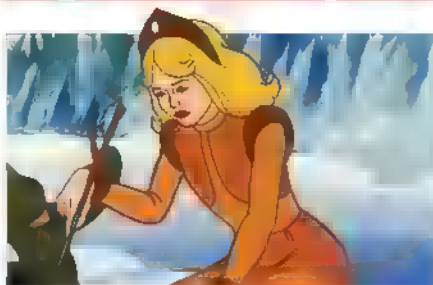
PRINCESS ELLANELLA

1985 GOLDEN POP BOOKS

When they were children, Princess Ellanella of the kingdom of Stardell and Prince Daniel of the kingdom of Greenleaf swore an oath to love and protect one another. Later, when Catra's treachery transformed Daniel to stone and turned Ellanella into a deer, their oath allowed Ellanella to break the enchantments. The sweethearts were married and joined their two kingdoms, becoming powerful allies to the Great Rebellion.



PRINCESS JANICE



SPECIAL ABILITIES
Tactical planning

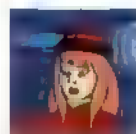
1983 FILMATION MOTU ANIMATED SERIES

The infectious and excitable Princess Janice was the daughter of King Boreas. She was a risk taker and loved adventure. Though she was unfairly ignored by her father, and also by her brother Prince Esker, they eventually saw her worth after she helped He-Man save their kingdom from Skeletor.

PRINCESS KATHAY

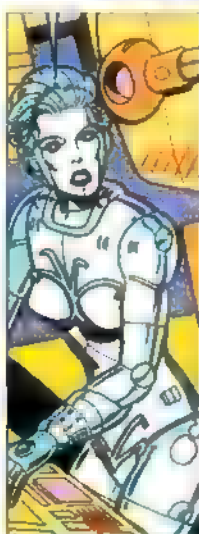
1983 FILMATION MOTU ANIMATED SERIES

The daughter of Emperor Kathar, Princess Kathay was strong willed and wise beyond her years. She displayed courage and calmness when her father's rule was threatened by the evil wizard Hexon.



PRINCESS KIRMA

AFFILIATIONS
Volturians



1986 BRAZILIAN EDITORA ABRIL MOTU COMICS

Princess Kirma was the planet Voltur's courageous robotic sovereign. She bravely accompanied her beloved companion Glan on a deadly mission to use a thermal bomb to blow up a monstrous asteroid which had been transformed into an attack fortress by the villainous robot Drundagar. Although she was a robot with a chrome-colored body, Kirma was a fully sentient being.

PRINCESS LORAMA

1984 UK WORLD MOTU ANNUALS

Princess Lorama and her Flower People from the Mountains of Molock sold their beautiful flowers at the marketplace in Eternos.

PRINCESS LUNA

1986 UK POP COMIC MAGAZINES

Princess Luna lived in secrecy on the moon of Elidor. She was the guardian of the Moon Jewel, which had the amazing power of causing anyone who saw it to love the person holding it.



PRINCESS NAMI

Aquaticans

Pearl of Power

1983 FILMATION MOTU ANIMATED SERIES

The teal-skinned Princess Nami ruled the underwater kingdom of Aquatica. Although wise, she was mistrustful of those who lived above water. She wore a long blue dress, had red hair, and, strangely, did not resemble the Aquaticans over whom she ruled.



PRINCESS NARANI

1986 BRAZILIAN EDITORA ABRIL MOTU COMICS

Narani was the princess of Eternia's Kingdom of Snows. She was a blue-skinned child with jet-black hair who wore royal clothing, including a magenta cape. The child was kidnapped by Skeletor while she was visiting Eternos and held for ransom as part of Skeletor's attempt to forcibly take Eternia's throne. He-Man, Teela, and Orko undertook a secret rescue mission to save the princess before word of her kidnapping got back to the Kingdom of Snows.



PRINCESS RANA

PRINCESS RANA



1983 MOTU MINICOMICS
Princess Rana was a danger to the villainous Lodar, for she was the rightful ruler of Targa, which Lodar had turned into a city of slaves. The noble princess wore an orange headband in her black hair and was clad in tribal garments.

PRINCESS RHEA

1983 FILMATION MOTU ANIMATED SERIES

The daughter of King Thales, Princess Rhea was a confident woman who became good friends with Battle Cat during their quest to rescue He-Man from Queen Balina. She possessed remarkable stamina. Princess Rhea was able to outrun the Gargon Warriors and keep up with Battle Cat for a time.



PRINCESS VESS

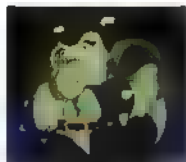
2008 MOTU CLASSICS

Princess Vess was an Eternian ruler who was captured by Skeletor. She was rescued by Lord Dactus, Chief Carnivus, and Clamp Champ.

PRIVATE DOBSON

Gleanons

Technical expertise



1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES

Private Dobson was a nervous Gleanon Technician who wore thick glasses. He was technically skilled, particularly in programming tasks, and complained continually about his missions.

TRIVIA: Private Dobson bore a resemblance to American filmmaker Woody Allen.

PROCRUSTUS



Giant Guardian of Magic

Mystical might

1982 DC MOTU MINICOMICS

Procrustus was a gigantic god who was tasked with the duty of holding the inner world of Eternia together with his many arms. Procrustus was a magical being, and when Skeletor used a magic siphon to drain Eternia's mystical energies, the giant god was nearly drawn away from his duty by the power of the foul device.

2008 MOTU CLASSICS

Procrustus was the immortal, four-armed giant assigned by the gods to guard the Starseed at the center of the planet Eternia. Despite his loyalty to his mission, the magic of the Starseed seeped out over the millennia, creating many powerful magicians on the planet's surface. Eventually the magic drew the attention of evil forces, including Hordak, who attempted to use the Spell of Separation to break Eternia apart and seize the magic for himself. Allies of good thwarted Hordak's spell, but its effects forced Procrustus to literally hold the planet together with his many arms. Procrustus emerged after the Unnamed One recast the Spell of Separation and successfully retrieved the Starseed. Procrustus took part in the Third Ultimate Battleground on the planet's surface.

PROFESSOR KATO



1985 UK WORLD POP ANNUALS

Professor Kato was a renowned motivational speaker, a keeper of the peace, and one of the wisest men on Etheria. He traveled far and wide to spread his message. Though he had suffered badly at the hands of the Horde, he was prepared to forgive them.

PROFESSOR MATTIK



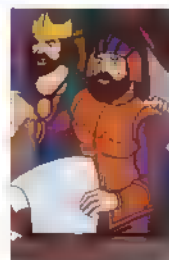
Inventing

1986 UK MOTU COMIC MAGAZINES

Professor Mattik was one of the greatest scientists and the most gifted robo-technician on the world of Loredos, in the Starband Galaxy. Conducting his experiments from his research center, Professor Mattik fell victim to the criminals of Loredos, who were under Horde Prime's command, after he failed to pay his taxes. But Rio Blast, the planet's prime law enforcer, defended Mattik's laboratory and saved him from the criminals. Professor Mattik was later able to repay his debt to Rio when the latter was nearly fatally injured in an attack by the criminals in a Feridium mine. Mattik repaired Rio's badly damaged body and converted him into a cyborg warrior equipped with a built-in arsenal of laser guns, thus creating the hero who would later join He-Man and the Masters of the Universe on Eternia.

Professor Mattik kept order on Loredos while Rio Blast was above the planet conducting his duties at the Astro-Jail. One day shortly after Rio's defeat of the criminal forces on Loredos, Professor Mattik had a bad feeling when Rio left the planet for the Astro-Jail—and his fears later proved justified, as Professor Mattik was to perish with the rest of the Loredosians when Horde Prime diverted a meteor toward Loredos, destroying the entire planet.

PROFESSOR ORION



1983 FILMATION MOTU ANIMATED SERIES

Professor Orion was the soft-spoken and elderly leader of the people of Eternia's Bright Moon. Patient and wise, he sought peace with King Barbo and the people of the Dark Moon.

PROFESSOR SMALLEN

Archaeology



1983 FILMATION MOTU ANIMATED SERIES

Smart, if a bit scatterbrained, Professor Smallen was an archaeologist and an archivist of Eternia's ancient books.

PROFESSOR TEMPUS

Evil Horde

Inventing



1985 FILMATION POP ANIMATED SERIES

Professor Tempus was one of the Horde's most notable scientists. He was patronizing and

would belittle those who failed to recognize his genius. He was proud of his inventions, such as a shrinking serum and the Time Transformer. He would have a breakdown if any of his creations fell into the hands of the Great Rebellion.

PROPHETESS OF THE ORACLE

Wooden walking stick

Divination
Empathy
Longevity
Sorcery

1984 UK WORLD MOTU ANNUALS

The Prophetess of the Oracle was the elderly sister of King Sullei in the kingdom of Silvanos. She was an old friend of the Sorceress and possessed the ability to see the future. She and her brother had suffered a falling-out and had not spoken in many years. She reunited with her sibling when the dormant volcano she'd been living in erupted. She was aware that He-Man and Prince Adam were one and the same.



PURSIVAL



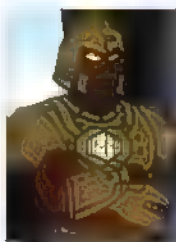
Magocats

Invisibility

1985 FILMATION POP ANIMATED SERIES

Pursival was an elderly Magicat who preferred sleeping over discussing the atrocities of the Horde, though he could be roused into acts of bravery when needed. Pursival possessed the ability to make objects invisible.

QUAKKE



Earthquake

Evil Mutants

Mace

TRIVIA Quakke's action figure was marketed as "Earthquake" in Europe.

1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES

Quakke was one of Flogg's key Mutant henchmen. He craved power and was often looking to increase his standing in the Mutant ranks. When Staghorn launched a mutiny against Flogg, Quakke supported him in the hopes of becoming the new copilot of the Mutant Mothership. He was usually paired with BH. The duo was frequently selected by Skeletor to assist him with his many schemes.

Quakke wielded a large mace resembling a boulder which, when struck against the ground, caused powerful earthquakes and toppled his foes.

2008 MOTU CLASSICS

Quakke was feared for his Tremor Mace, a weapon constructed from a strange meteor fragment he discovered on Denebria. During the Battle of Fetra IV, Quakke joined Crystall in his escape pod. They eventually landed on Etheria and tried to seize Crystal Castle.

QUEEN AMAXA



Queen of Tarn

Royal Family of Eternia

1984 UK WORLD MOTU ANNUALS

Queen Amaxa was King Randor's cousin; their mothers were sisters. She ruled the kingdom of Tarn, a region that neighbored the kingdom of Eternia. She wore the Crown of Tarn, which possessed magic powers when worn by the rightful sovereign and prevented wars, riots, and rebellious acts.

QUEEN ANDREENO



Queen of the Andreenids

Eternian Council
Andreenids

Flight

2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES

Queen Andreeno ruled the Andreenids from her throne in the city of Andreenos. She was fond of the enormous honey berries from the village of Veridas. She joined King Randor's Eternian Council.

QUEEN ANGELLA

QUEEN ANGELLA

Angelic Winged Guide
Queen of Bright Moon

AFFILIATIONS

Great Rebellion

AFFILIATIONS

Staff of Light

SPECIAL ABIL

Flight
Light manipulation
Projecting blasts of light
Sorcery

1985 FILMATION POP ANIMATED SERIES

Prior to the Horde invasion of Etheria, the winged Queen Angella and her husband King Micah raised their daughter Glimmer in the peaceful kingdom of Bright Moon. When King Micah was lost in a battle with the Horde, Angella was left to care for Glimmer on her own. In time, she was captured by Hunga, leader of the Harpies of Talon Mountain. Freed by He-Man and She-Ra, she was reunited with her daughter and, eventually, her husband.

Angella derived much of her power from the Moonstone, which was linked to Etheria's moon and the Castle of Bright Moon. She could erect a magical barrier around the castle, project blasts of light to stun or blind opponents, and more. During a lunar eclipse, or when she was far away from the castle, Angella's powers were greatly diminished.

1985 POP MINICOMICS

Unlike in her Filmation portrayal, the POP minicomics depicted Queen Angella as the ruler of the city of Mizar in the mountains of Etheria.



TRIVIA: In the POP minicomics, Angella had vivid red hair instead of her animated blond locks.

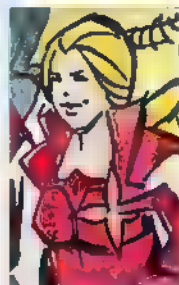


1985 GOLDEN POP BOOKS

The Golden books portrayed Queen Angella as the leader of the Great Rebellion until her capture by the Horde. Imprisoned on Beast Island, Angella was succeeded by her daughter, Princess Glimmer.

1986 GERMAN POP AUDIO PLAYS

Angella was one of the scouts among the Etherian princesses. Along with her daughter, she lived in the ever-shining Light Palace located south of the Crystal Castle. Even though mother and daughter shared a fond relationship, Angella accepted that Glimmer wanted to move out and build her own palace. Her wings granted her the ability to fly, and everyone loved to listen to her when she played her guitar. Angella was very caring and motherly, not only to Glimmer but to all of her friends as well. Flying through the air, Angella warned the princesses when Catra approached.



1986 UK POP COMIC MAGAZINES

In the UK POP comics, Queen Angella passed her Staff of Light down to Glimmer on her sixteenth birthday. Foreseeing an attack by the Horde, Angella sent her daughter to the safety of the Whispering Woods. Angella's powers appeared to be tied directly to Etheria's moons.

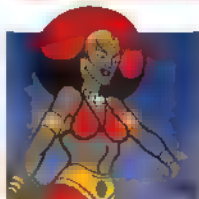
2008 MOTU CLASSICS

The Classics canon drew from earlier depictions of Angella and provided a new backstory for the character. As the queen regent of Bright Moon, Queen Angella was the first Etherian monarch to openly defy the Horde when it invaded. The Horde overthrew Bright Moon and declared its people slaves, but Angella responded by forming the Great Rebellion with other key leaders. Within the sanctuary of the Whispering Woods, she (and others) trained attack squads to fight the Horde. When Hordak left to return to Eternia much later, many Rebels followed to continue the fight against his oppression, but Angella remained behind on Etheria to oversee its reconstruction.

With her power of flight, Angella traversed Etheria to find her lost people and deliver them to safety. With a sense for impending danger, she could warn others away. She cared deeply for her daughter Glimmer, her niece Double Mischief, and her close friend Castaspella.



QUEEN DALINA



TITLES

Queen of Targa

1983 FILMATION MOTU ANIMATED SERIES

Queen Balina ruled Targa and wished to conquer the kingdom of Operon, overthrowing King Thales.

She delighted in watching her prisoners fight to the death. Queen Balina commanded an army of Gargon Warriors.

QUEEN ELISA

1986 MOTU NEWSPAPER STRIPS

Queen Elisa became the ruler of Rondale after the death of her husband. She was the mother of Crown Prince Corwin and the sister-in-law of Prince Nikolai. With the appearance and bearing of Arabian royalty, she possessed an aura of dignity and power.



QUEEN ELMORA

Queen of Phantos

Sorcery

1983 FILMATION MOTU ANIMATED SERIES

Queen Elmora was the kindhearted ruler of Phantos and had a long-term friendship with He-Man. She enjoyed testing He-Man's strength against her Photanium Chains. When Skeletor transformed her into a demon, her goodness and will were strong enough to overcome his mind control.

2008 MOTU CLASSICS

In Classics, Queen Elmora had a hand in creating the Evil Warrior Strong-Or (a renamed Strongarm) when she banished him from her kingdom for thievery. She later suffered repercussions when he took revenge by helping Skeletor invade her kingdom.



QUEEN MARLENA

Heroic Queen of Eternia and
Galactic Adventurer
Queen of Eternia

Warrior Queen of Eternia
Lieutenant Marlena Glenn

Marlena Glenn

Sword
Blaster
Scepter
Higuchi 114 rifle

Heroic Warriors
Royal Family of Eternia
Masters of the Universe
Earthlings

Leadership
Piloting
Sharpshooting



1982 DC MOTU MINICOMICS

When the second wave of early minicomics introduced a central Eternian kingdom, an elderly king and queen were established as its rulers. The unnamed queen of Eternia was depicted as kind.

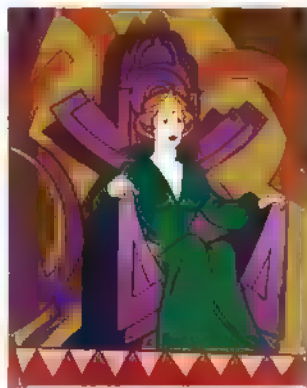
1982 DC MOTU COMICS

Marlena was an astronaut from Earth who found herself on Eternia after her ship passed from one dimension to another. She met and quickly fell in love with King Randor, and the couple soon wed. She loved her son Prince Adam dearly, often defending him against a scolding from her husband or Man-At-Arms. Upon meeting He-Man, she noted that the most powerful man in the universe reminded her of her son.



1983 FILMATION MOTU ANIMATED SERIES

The Filmation MOTU series filled in much about Marlena's backstory and personality. A phenomenal pilot, Lieutenant Marlena Glenn was among the earliest female astronauts from the planet Earth. Her spacecraft, the *Rainbow Explorer*, crashed on Eternia. The first person she met after the crash landing was the young King Randor. The two fell in love and later wed. The royal couple had twin children, Prince Adam and Princess Adora.



Queen Marlena was very loyal to her husband. The pair rarely disagreed, though Marlena did poke fun at Randor on occasion, something which the king took good-naturedly. Where they differed most was in their approaches toward their son. Marlena displayed a great deal more confidence and trust in Adam, despite his apparently care-free nature. She even hinted that she was aware of his dual identity.

Strong willed and brave, Marlena showed no fear when confronting danger, including coming face to face with Skeletor.

1983 GOLDEN MOTU BOOKS

The MOTU Golden books put a slightly different spin on Marlena's origin. An Earth astronaut, Marlena commanded a crew which included Evelyn Powers (Evil-Lyn), Biff Beastman (Beast Man), and Dr. Scope (Tri-Klops). As their spacecraft passed through a portal and crashed on Eternia, Marlena ejected, parachuting to land safely on Eternia's Light Hemisphere. Her crew went down on the Dark Hemisphere.

In a departure from other media, Marlena was not only the mother to Prince Adam and Princess Adora but also to a third, unidentified child.

1983 KID STUFF MOTU RECORDS

Unlike in most other depictions, Queen Marlena and her husband King Randor ruled Eternia from a castle situated deep within the Evergreen Forest.

1984 GERMAN MOTU AUDIO PLAYS

Queen Marlena always had the best intentions for her husband, reminding him not to eat too much meat. In the German audio plays canon, Marlena clearly was not aware that Prince Adam and He-Man were one and the same. When Skeletor apparently killed He-Man and declared himself ruler of Eternia, Marlena and Randor were thrown into the Royal Palace's dungeon and forced to serve food and drinks to the new king. She suffered under the Lord of Evil's regime until He-Man ultimately freed her and put an end to Skeletor's reign.



1986 BRAZILIAN ESTRELA MOTU MINICOMICS

In the Estrela minicomics, Queen Marlena's birthday was cause for celebration on Eternia. Each year, Marlena requested a special favor from the populace, and many gifts were bestowed upon her. Unfortunately, a disguised Evil-Lyn once gave the Veil of Servitude to Marlena during this time. While in Evil-Lyn's thrall, the queen made the odd request that everyone in the palace play hide-and-seek.

Evil-Lyn then transported Queen Marlena to Castle Grayskull, where the entranced queen demanded that the Sorceress reveal the secrets of Grayskull to her.

1986 MARVEL STAR MOTU COMICS

Queen Marlena was highly patient with her husband, King Randor. When he confessed to feeling that he was nothing more than a figurehead, Queen Marlena supported him and believed that he could be a Heroic Warrior once more—though she questioned his need to relive his past. She was quick to defend



QUEEN MARLENA

him from anyone, such as Clamp Champ, who suggested that he was no longer capable.

In an alternate-reality version of Eternia created when Prince Adam's Sword of Power was transported thirty years into the future, both Queen Marlena and her husband were imprisoned by Skeletor. They were shocked to see Prince Adam arrive from the past and feigned surprise when he shared the secret of his dual identity with them. When he left them alone, it was revealed that Queen Marlena had figured out her son's secret many years before and both she and her husband had decided to let Prince Adam tell them when he was ready.



2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES

Unlike in other portrayals, Marlena was not from Earth in the MYP animated series. Her background was not covered. While normally dressed regally, she was not above donning armor and bearing weapons. She also displayed diplomatic skills during an encounter with the Snake Men. Marlena proved to be a capable fighter, competent with a blaster and sword.

2008 MOTU CLASSICS

Drawing heavily from earlier canons, the Classics further established that Marlena trained in combat with both Man-At-Arms and Clamp Champ after King Randor had been banished to Despondos by Skeletor. She fought alongside the Masters of the Universe in the Second Ultimate Battleground. Using her Eternian skills as well as her talent with the Earth-made Higuchi 114 rifle,

Marlena proved herself a capable fighter. Later, she used the Cosmic Key to return, briefly, to Earth, where she discovered a secret that linked the two worlds.

2012 DC MOTU COMICS

The 2012 DC comics remained largely consistent with earlier depictions of Queen Marlena, though here she referred to herself as the warrior queen of Eternia and had blond hair instead of red. A flashback revealed she had crashed near Grayskull, where Randor found her. When Skeletor conquered Eternia with a memory spell, he banished Marlena back to Earth and cursed her so that she could never return to Eternia. When Skeletor attempted to siphon some of Earth's magic, however, she was instrumental in convincing the Justice

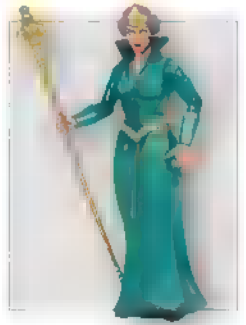


IMAGE COURTESY OF DC COMICS

League to fight alongside the Masters of the Universe against Skeletor.

After the battle, Marlena gave a locket to He-Man with her picture inside. The outside of the locket was patterned with the same design as She-Ra's original costume. He-Man, in turn, gave the locket to Adora, and it eventually gave his troubled sister the strength to proclaim her loyalty to Grayskull.

QUEEN NEJA



Sorcery

1986 UK MOTU COMIC MAGAZINES

Neja was a beautiful young queen of the planet Majesta who possessed great magical powers. She was engaged to the handsome nobleman Akra until the evil sorcerer Wraithbinder challenged her to

a duel. In retaliation for losing the duel, Wraithbinder cursed her with the Cloud of Entropy and banished her fiancé to the loathsome Nightworld.

The curse weakened Queen Neja and caused her to fade from the physical world. She traveled through the stars, searching for Akra, for only in their reunion would the curse be lifted. When they were at last reunited with He-Man's help, they returned to Majesta to build a new life together.

QUEEN OF ETernos



Royal Family of Eternia

2008 MOTU CLASSICS

King Miro's wife, the Queen of Eternos, was the mother of Prince Randor. After Count Marzo magically exiled Miro to Despondos, his oldest son, Keldor, was the next in line for the throne of Eternia. Because of Keldor's half-Gar heritage, he was reject-

ed by the people of Eternia. The citizens demanded that he step aside for Randor. At her son's request, she went to ask Keldor to address the people. In a questionable accident, she was murdered, apparently by a remorseful Keldor. The truth of her death remained a mystery.

QUEEN OF THE KEX

Heroic Warriors

Kex

1983 MOTU MINICOMICS

The Kex queen was the noble leader of the insectival Kex people who resided in an underground hive. She was pink and purple with translucent wings, though it was unclear whether she could fly. The only visible sign of her royal status was the high collar she wore. The Queen of the Kex was very protective of her children.



QUEEN OF THE POLTI

Politi

Politi

1983 FILMATION MOTU ANIMATED SERIES

The Polti queen was a large and regal insect who ruled over the Polti race. She found it difficult to trust any Eternians after Evil-Lyn stole the Amber Crystal of Millarca.

QUEEN SPARKLE



Queen of the Twiggets

1985 FILMATION POP ANIMATED SERIES

Queen Sparkle and King Sprite ruled the Twiggets. They were widely known and respected for their fairness. A jealous sort, the queen would threaten her husband with her rolling pin should she catch him eyeing another female.

QUEEN SUMANA

Queen of Arcadia

Arcadians

Magic ring

Leadership



1983 FILMATION MOTU ANIMATED SERIES

Queen Sumana of Arcadia believed men were inferior to women. She enslaved males to work in the mines under the

city. When Arcadia was threatened with disaster, she was forced to order the men and women to work together. Changing her mind about men, she freed the slaves and married Ananda, a man she had long harbored affection for.

QUEEN XERXA

Royal Family of Eternia

1984 UK WORLD MOTU ANNUALS

The proud and haughty Queen Xerxa, a distant ancestor of Prince Adam, lived over four hundred years before him. Her spirit was trapped on Eternia when an ancestor of Skeletor's locked the Time Portal. She was freed when He-Man used his mental strength to open the portal once more.



QUEEN ZAL

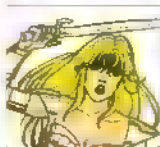
Queen of Arcadia

Sovereign of Light

Sword

Leadership

1986 BRAZILIAN EDITORA ABRIL MOTU COMICS
Zal was the blond warrior-queen of the planet Zal-Kron, a world populated mainly by crystalline



beings. Zal was generally seen with her bodyguard, the crystal man Bruar.

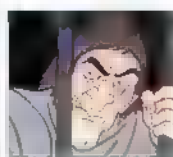
Skeletor once altered the orbit of Zal-Kron and sent it hurtling toward Eternia.

When He-Man arrived on Zal-Kron to stop Skeletor, Queen Zal viewed the hero as an invader and ordered her guards to attack him. Fortunately, by saving Bruar's life, He-Man convinced the queen that he was there to help.

QUIX THE SHAPECHANGER

1983 FILMATION MOTU ANIMATED SERIES

The silent, thin, and elderly Quix the Shapechanger was a prisoner in the dungeons of the Royal Palace.



RADAR

Rock People

Brute strength
Body of stone

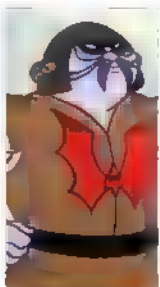
1983 FILMATION MOTU ANIMATED SERIES

Though he was a member of the peaceful Rock People who dwelled in the underground caverns of Eternia, Rabar was an exception and wanted to rule his people. A stone giant, he was often in direct competition with Togar. Both of them believed that a weapon made a leader. When Rabar acquired He-Man's sword, he would not surrender it without a fight. He eventually saw the error of his ways.

RACHNEY

Evil Horde

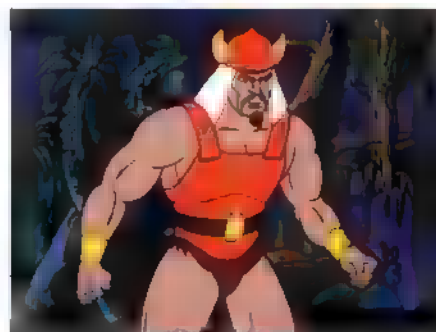
Ray rifle



1983 FILMATION MOTU ANIMATED SERIES

Rachney was one of three warriors sent by the Evil Horde upon their initial invasion of Eternia. With Ferros and Repta, he attacked the village where Teela Na lived before she became the Sorceress. He was spider-like in appearance.

RAGO



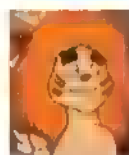
Knowledge of the Vine Jungle

1983 FILMATION MOTU ANIMATED SERIES

Rago had a deep hatred for Merlo, Chief of the Fantus, and wanted to replace him by stealing the Moorfire Stones to power Zegone, a large mechanical creature. His self-importance and ego were both his greatest strengths and weaknesses. He was not a skilled warrior but was knowledgeable about the Vine Jungle and could traverse it with ease.

RAHV

Bibbets



1985 FILMATION POP ANIMATED SERIES

Rahv was a prominent member of the Bibbets. Like most of the rest of his tribe, he did not wish to confront the Horde.

RA-JAR

Revenge Squad

Swords

Multiple arms for combat



2006 MOTU CLASSICS

Ra-Jar was one of Lady Slither's Revenge Squad. He was sent to Trolla by the Unnamed One to obtain the magic of the Temple of Power. His multiple arms and

swordsman skills made him incredibly deadly.

RAM MAN

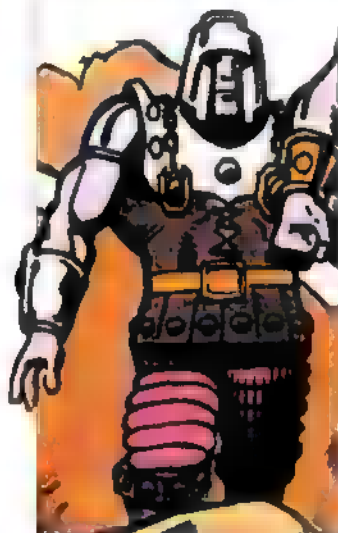
Heroic Human Battering Ram
The Wall-Breaking Titan

Krass

Axe

Heroic Warriors
Masters of the Universe
Heroic Defenders

Human battering ram
Powerful legs for jumping
Spring coil legs



1982 DC MOTU MINICOMICS

Ram Man was a loyal Heroic Warrior known for his amazing abilities as a human battering ram. Propelled forward by his powerful legs, Ram Man charged his targets with full ramming speed, making impact with his helmeted head. Somewhat dull witted, he was tricked by unscrupulous individuals many times over the years. Because of this, Ram Man did not trust He-Man when he first encountered him. The two started as adversaries and, while He-Man was initially reluctant to employ force, he eventually had to put Ram Man in his place. Skeletor used this incident to manipulate Ram Man and tricked him into attacking Castle Grayskull's Jaw-Bridge. Even after Ram Man grew tired of ramming the castle's entrance, Skeletor magically forced

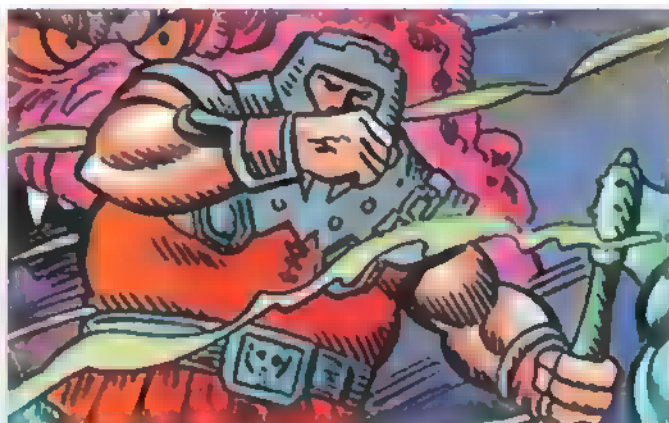
him to continue his onslaught. Fortunately, He-Man rescued Ram Man and, together, they defeated Skeletor. Ram Man subsequently became a steadfast member of the Heroic Warriors.

1983 FILMATION MOTU ANIMATED SERIES

The Filmation series portrayed Ram Man as a lovable buffoon with legs made of spring coils. Well aware that he was more dull witted than the others, Ram Man was ironically the only hero to point out that He-Man and Prince Adam were never seen together.

Ram Man occasionally jumped so high that he needed a parachute, and if he rammed something too hard for him, he could knock himself out. He was often paired with Stratos in his early appearances, with the two of them frequently working side by side.

Ram Man was well liked by the other Heroic Warriors, and Teela developed a fondness for him. At a later stage he formed a close friendship with Man-E-Faces.



1984 GERMAN MOTU AUDIO PLAYS

In the audio plays, Ram Man was depicted as one of the strongest of the Masters of the Universe. Only Faker's strength and Stinkor's stench were able to take him down.

1984 GERMAN INTERPART-CONDOR MOTU COMICS

Ram Man, the Wall-Breaking Titan, was said to be a sheer nightmare for his enemies. All he needed was enough momentum for his impact force. Ram Man literally ran headfirst into barricades, tearing large holes in them.



1986 UK MOTU COMIC MAGAZINES

While generally consistent with other media, the UK comics portrayed Ram Man as having a close friendship with Stratos, for whom he had a protective feeling.

2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES

While largely consistent with other portrayals, the MYP depiction of Ram Man explored some hitherto-unseen aspects of his character. Ram Man had been a defender of Eternia for many years and was present during Keldor's assault upon the Hall of Wisdom. He enjoyed fishing





and struggled with a long-held fear of the dark. Ram Man had friendly interactions with Orko, giving him advice on more than one occasion. He was sometimes shown without his helmet and appeared to have a metal plate on top of his head.

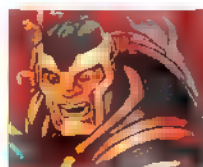
2008 MOTU CLASSICS

Combining bits and pieces from other media, the Classics canon created new elements for Ram Man's backstory. A simple Eternian named Krass, he grew up outside of the Vine Jungle, where his village was constantly threatened by the Beast Men. During one such raid, Krass took his family's enchanted ancestral armor, which was capable of magically absorbing raw force, and used it to repel the attackers like a human battering ram.

Nicknamed "Ram Man," he came to the attention of Skeletor, who tricked him into attacking the Jaw-Bridge of Castle Grayskull. Recognizing his error, Ram Man defected to the side of good and helped He-Man defeat Skeletor. Recruited by the Masters of the Universe, Ram Man fought alongside the heroes for many years and participated in the Second Ultimate Battleground. Ram Man continued serving Ranger after the Twins of Power left for Primus. Along the way, he rescued a teenage boy, who became his squire. Ram Man trained him and asked Jodder to craft impact armor for his apprentice. The young man adopted his mentor's name when Ram Man retired. Later, Battle Cat asked the original Ram Man to join him on a mission into Hyperspace.



RAM MAN II



Masters of the Universe

Ramming with his head

2008 MOTU CLASSICS

Ram Man II was one of the new Masters of the Universe who served under King He-Man and fought in the Third Ultimate Battleground. After being saved by the original Ram Man, the boy who would later take on his mentor's name became Ram Man's squire. Ram Man asked the scientist Jodder to develop special impact armor for his apprentice.

RAMJAH



Golden trident

Fishing

1983 GOLDEN MOTU BOOKS

Ramjah was the leader of the fishermen who lived alongside the River of Rain in the Mystic Mountains. He wielded a golden trident, symbolizing his position. He and his people harbored a deep loathing toward Ar-Bor and the farmers of the Mystic Farmlands. They learned to work together when Skeletor diverted the river.

RAMLIN



Sorcery

1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES

An evil wizard, Ramlin possessed the power to drain others of their magic, but only when they attacked him. He had once been on the side of good, but a great evil had taken hold of him. He attended Master Sebrion's gathering of wizards. He was apparently an old associate of Skeletor's, and even the Lord of Destruction feared him. After suffering a defeat at He-Man's hands, Ramlin fled to the Dark Side of Nordor and swore revenge.

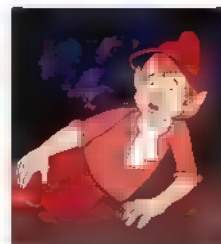
TRIVIA: Curiously, Ramlin claimed to know Skeletor from a prior encounter long ago, but none of the other characters seemed familiar with him.

RANGER

Elves of Seaworthy

1985 FILMATION POP ANIMATED SERIES

One of the elves of Seaworthy, Ranger escaped when the Horde enslaved his town. Determined, he set out to ask the Great Rebellion for help. He had a look of perpetual annoyance.



RATTLOR

Evil Snake Man Creature
with the Quick Strike Head
Snake Men General!

Sillyo of the Rattlor House
General Rattlor
The General

Elongating neck
Increasing other creatures' aggressiveness

Snake Men
Evil Horde
Evil Warriors
Heroic Warriors

Snake staff



Rattlor could elongate his neck to quickly strike out at foes, and his battle rattle always sounded before he attacked.

TRIVIA: Rattlor complained of always getting the "dumb jobs" while on guard duty at Grayskull Tower in the minicomic *The Ultimate Rattloground*.

1984 UK WORLD MOTU ANNUALS

In contrast to other media, Rattlor hissed instead of speaking in the World annuals. He and Tung Lashor were close friends.

1985 FILMATION POP ANIMATED SERIES

The typically silent Rattlor was a member of the Horde who was often paired with his snake-like companion Tung Lashor. The latter was able to translate when Rattlor communicated via his rattling tail, although on a few occasions, Rattlor demonstrated the ability of speech.

1985 FILMATION MOTU/POP ANIMATED CHRISTMAS SPECIAL

In contrast to his Filmation POP appearances, Rattlor was seen in the Filmation Christmas special working alongside Skeletor and his Evil Warriors.



1983 MOTU MINICOMICS

In the MOTU minicomics, Rattlor was one of King Hiss's chief henchmen. He had avoided, along with Tung Lashor, being imprisoned in the Void with King Hiss and the other Snake Men. His activities over the ensuing millennia remained unknown, but he joined the Evil Horde at some point.

When King Hiss was released from the Void, he summoned Rattlor and Tung Lashor to his side. Though he was displeased to find they had been serving Hordak, he accepted their pledges of loyalty.



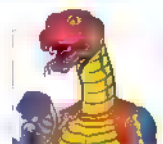
TRIVIA: In his first appearance in the UK comics, Rattlor was depicted as entirely red.

1986 MARVEL STAR MOTU COMICS

In a departure from preceding canons, Rattlor appeared with Tung Lashor at King Hiss's side when the leader of the Snake Men was released from his tomb. Kobra Khan referred to him as "dumb." Rattlor kept his neck fully elongated at all times.

1986 UK MOTU COMIC MAGAZINES

In the UK comics, Rattlor was released from the Cosmic Pool with the other Snake Men. Loyal to King Hiss, he was bold, hot tempered, and extremely fast. Though he could elongate his neck to attack opponents, he preferred using his extraordinarily strong tail in battle.



1987 GERMAN EHAPA MOTU COMICS

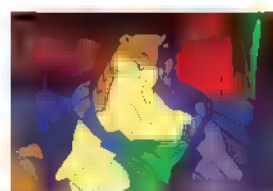
In this canon, Rattlor did not waste many words, instead preferring to attack with his quick-strike head. He usually served King Hiss, but as his master often allied himself with Skeletor or Hordak, Rattlor fought among their warriors as well.

2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES

In his MYP animated series portrayal, Rattlor served as general of the Snake Men army and right-hand man to King Hssss. He was trapped with King Hssss for thousands of years in the Void. He was the first to escape the Void when Kobra Khan opened the portal. He later played a part in returning King Hssss to Eternia. A cunning strategist, he outmaneuvered the Masters of the Universe in an early confrontation. He escaped from a high-security Eternian prison designed to hold Snake Men. His authority was often challenged by Kobra Khan.

2008 MOTU CLASSICS

The Classics canon blended details from other media into a new portrayal of Rattlor. Born Siltyo of the Rattlor House,





Rattlor was a loyal warrior to King Hssss during the Great Wars and Ultimate Battleground. He was banished into the Void by Zadak and the Council of Elders with the other Snake Men. Rattlor was the first to emerge some five thousand years later, when Kobra Khan and Evil-Lyn used the Snake Pit to free them. Eventually demoted by King Hssss in favor of Kobra Khan and feeling spurned, Rattlor defected to the Evil Horde, where he served as a general, using his rattling tail as a battle cry.

Rattlor fought in the Second Ultimate Battleground when the Horde and the Snake Men joined forces. He was ultimately destroyed alongside the other Snake Men when Orko cast the Spell of Separation.

2012 DC MOTU COMICS

The 2012 DC comics presented Rattlor in a manner radically different from other canons. Wounded on the battlefield, Rattlor was rescued by He-Man, and his injuries were tended to by the Royal Healer. Impressed by He-Man's strength and compassion, and knowing that King Hssss would consider compassion a weakness, Rattlor acknowledged He-Man as his king and fought with the Heroic Warriors.

Rattlor realized King Hssss had consumed Prince Adam. He confronted King Hssss and planned to expose him to his enemies. Rattlor was then burned to death by King Hssss's magic.



IMAGE COURTESY OF DC COMICS

RAYNA

1983 FILMATION MOTU ANIMATED SERIES

On the advice of her wise grandfather, Rayna, daughter of Yarrow, went to the Royal Family for help when the then-evil Fisto cut off the water supply to her village, endangering her entire way of life. She bravely taught Fisto what it meant to be good by saving him from drowning within his own trap.



RECRUIT EVAN



AFFILIATIONS

Evil Mutants

1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES

Evan was an exceptional recruit to the Primus military, outclassing Adam constantly and earning the praise of the Galactic Guardians. In reality, he was an undercover Mutant in the employ of Skeletor.

RED BEAST



2008 MOTU CLASSICS

Red Beast was a large, red-furred, bear-like warrior who fought in the Second Ultimate Battleground. Red Beast accompanied the members of King Randor's council, including Chief Carnivus and King Chooblah. He was also flanked by some of the Beast Men, suggesting that he had become their leader instead of Gygor, who fought against them in the battle.

RED KNIGHT



Lance

SPECIAL TE

Strength
Agility
Horsemanship

1985 FILMATION POP ANIMATED SERIES

Clad entirely in red armor, the Red Knight was a mysterious hero. His face was always hidden behind a visor. The knight rescued the Rebels from the Horde as they journeyed to a fair at Blackmoor Castle. At the fair, the Red Knight defended Blackmoor Castle from the Horde as they attempted to capture Queen Angella. The Red Knight swore that his identity would only be revealed when Etheria was free of the Evil Horde. Angella thought something was familiar about the Red Knight but could not place his identity, which was never discovered.

RED SHADOW

RED SHADOW



King Grayskull's Masters of the Universe

Club
Spear

2008 MOTU CLASSICS

Red Shadow was one of King Grayskull's Masters of the Universe during the Great Wars and the First Ultimate Battleground. He attended He-Ro's funeral. A hairy, beast-like warrior, Red Shadow wore a menacing metal mask and had a streak of scarlet fur that ran down his back.

RED SHAN

1987 GERMAN EHAPA MOTU COMICS

The Red Shan murdered Hydron's family. Hydron continued searching for him to exact vengeance.

REIGAM

Mages from the Plain of Eternity

Sorcery

1984 GERMAN MOTU AUDIO PLAYS

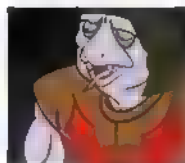
Reigam was an evil mage from the Plain of Eternity. He joined forces with Skeletor to conquer the Royal Palace. Dressed in rags, he posed as an old

beggar who'd fallen victim to the forces of evil. He gained the heroes' trust and tricked He-Man and Orko into going to the Plain of Eternity. During their absence, Reigam put all citizens of Eternia into a deep sleep so Skeletor and the Monsters of the Deep would be able to invade the city unopposed. When finally confronted, he attempted to transform Orko into an ape. Orko fended off the attack and, in turn, made Reigam vanish.

REPTA

Evil Horde

Ray rifle



1983 FILMATION

MOTU ANIMATED SERIES

Repta was one of three warriors sent by the Evil Horde upon their initial invasion of Eternia. With Ferros and Rachney, he attacked the village where Teela Na lived before she became the Sorceress. Repta was reptilian in appearance. He and his cohorts were banished so they could never report to the Horde.

REPTON CHANCELLOR

1983 FILMATION MOTU ANIMATED SERIES

Serving King Pythos, the Repton Chancellor brought many issues and incidents to his noble monarch's attention. Whereas King Pythos was fair, the Repton Chancellor was less forgiving and quick to assume the worst of people. He dressed in a long, elegant cloak with a high collar resembling a cobra's hood, signifying his importance in the kingdom.



REVOLTON

Robot Bounty Hunters

Blaster

1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES

Revolton was an old acquaintance of Artilla. He led a group of Android Bounty Hunters who worked for the mysterious being known as the Great One.

RIGOLO



1985 FILMATION POP ANIMATED SERIES

Rigolo was Madame Razz's friend who passed information to the Great Rebellion that led to the eventual discovery of the Rock People in Etheria's Valley of the Lost.

RIKK



1986 UK MOTU COMIC MAGAZINES

Rikk was a young boy who got into an argument with his friend Cags but was calmed down by Moss Man.

RIKKI

Knowledge of animals and their behavior

1983 FILMATION MOTU ANIMATED SERIES

Rikki was a young boy who spent much of his time at the Animal Sanctuary, where his father, Dr. Sheveen, worked. Though he tried to disassociate himself from the animals in order to have fun, Rikki eventually realized that his strong understanding of them was beneficial.



RIO BLAST

Heroic Transforming Gunslinger
The Fastest Draw in the Universe

Riolus Blast

Guns concealed in various parts of body

Heroic Warriors
Starband Marshals

Barbecuing
Firepower
Skilled marksmanship



1983 MOTU MINICOMICS

A former lawman and friend to He-Man, Rio Blast was a cyborg gunslinger admired by the people of the Eternian deserts and flatlands. An arsenal of weaponry was concealed within his torso, arms, and thighs, and a mechanized cannon attached to his back would come up over his head, forming a sort of helmet. He was a deadly marksman and possessed the speech, countenance, and demeanor of a cowboy.

In addition to being a formidable warrior, Rio Blast boasted of making the best barbecue on Eternia, but his barbecue sauce was so spicy that only the bravest of warriors dared to sample it.

1984 UK WORLD MOTU ANNUALS

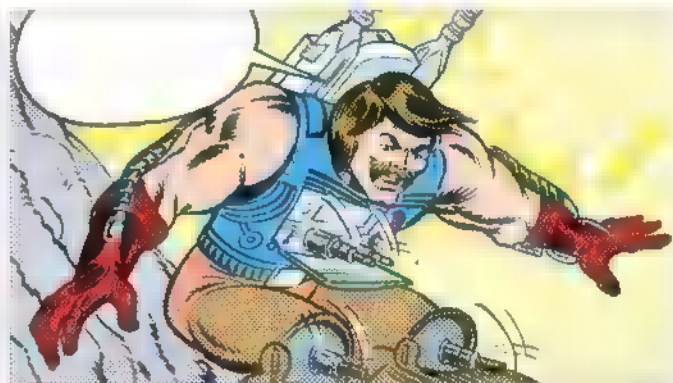
The World annuals provided a very different backstory for Rio Blast. Once the law in the lost Starband, Rio Blast fought injustice throughout space. Before he could tame the final frontier, however, he fell through a space warp and found himself stranded on Eternia. There, he joined He-Man and the Heroic Warriors in the battle against Skeletor and Hordak. He wanted to return home, and He-Man promised to do all he could to help him.



A skilled mechanic, Rio Blast upgraded, repaired, and modified his own cybernetic weaponry. He had a short temper, which occasionally caused conflict with his fellow heroes, but he was always the first to apologize when this happened.

1986 MARVEL STAR MOTU COMICS

Mostly consistent with other portrayals, the Marvel Star comics further established Rio Blast's love of chipotle peppers. Despite his typical bravado, he had a fear of snakes. He and Snout Spout would constantly bicker, to the annoyance of their comrades.



1986 UK MOTU COMIC MAGAZINES

The UK comics provided a different look into Rio Blast's origins. Rio came from the planet of Loredos, a once-lawless world in the Starband Galaxy. Rio was a young farmhand working his parents' land when Horde Prime conquered Loredos for its supply of the valuable mineral Feridium. When his home was destroyed, Rio trained himself to become a lawman, upholding the law on Loredos and establishing the Starband Marshals. This attracted the ire of Horde Prime, who orchestrated an attack during which Rio was badly injured. Loredos's most gifted robo-technician, Professor Mattik, rebuilt Rio's body as a cyborg gunslinger, and thus Rio Blast was born.



As Loredos's newly enhanced hero sprang to the planet's defense, Horde Prime realized he had lost control of Loredos. In retaliation, Horde Prime diverted the course of a meteorite and destroyed Loredos, not realizing that Rio Blast was visiting an Astro-Jail and not on the planet at the time. A piece of the debris sent Rio hurtling through space. He eventually came to Eternia, using his rocket suit to pilot himself safely to the ground. Encountering He-Man, he explained to him that he was the last of the Starband Marshals from the Starband Galaxy and joined the Heroic Warriors in their war against Horde Prime.

RIO BLAST

**2008 MOTU CLASSICS**

In Classics, Rio Blast's real name was Riolus Blast, the lone survivor of a group of explorers from Loredos. He arrived on Eternia when the Masters of the Universe were renegades fighting to free their planet from the forces of Skeletor. Rio Blast remained on Eternia after the Evil Horde invaded, and he fought against them in the Second Ultimate Battleground. He-Man promised to help Rio Blast return to his home once Skeletor was defeated, although Rio Blast appeared on Eternia fighting alongside King He-Man during the Third Ultimate Battleground, many years after Skeletor's defeat.

2012 DC MOTU COMICS

The 2012 DC comics depicted a dark vision of a possible future where a corrupt and tyrannical He-Man ruled Eternia. In this vision, Rio Blast was part of the resistance; he was killed when he attempted to assassinate King He-Man.

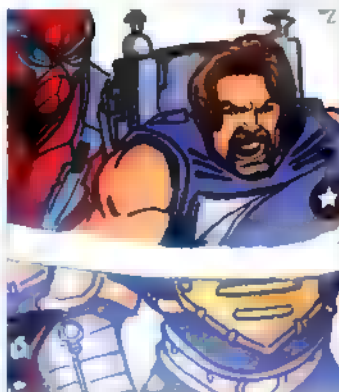


IMAGE COURTESY OF DC COMICS

ROBERT**1985 FILMATION POP ANIMATED SERIES**

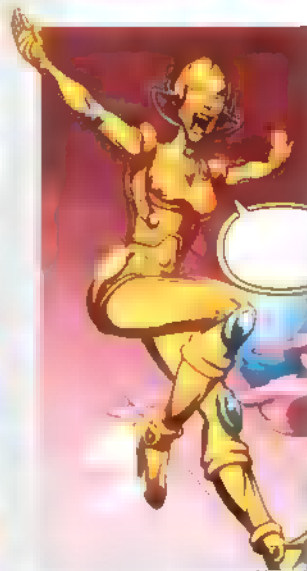
Robert was a rotund, elderly man from the village of Thaymore. He was the proprietor of a jewelry shop and repaired Queen Angella's damaged crown.

ROBERT THE TRAITOR

Eternian Royal Guard

1986 MOTU NEWSPAPER STRIPS

A former Eternian Royal Palace Guard, Robert was reviled by many after he betrayed his post and helped Skeletor orchestrate a terrible plot against the kingdom. When he was discovered and discharged from the Royal Guard, he became known as "Robert the Traitor." Unrepentant, he willingly entered into Hordak's service.

ROBO WOMAN

Defenders of Trolla

Flight

2008 MOTU CLASSICS

Robo Woman was one of the Defenders of Trolla who guarded the Temple of Power against the Revenge Squad. Robo Woman flew using rockets mounted in her feet and served as the Defenders' lookout.

TRIVIA. Robo Woman was modeled after the iconic robot in the classic silent movie *Mettropolis* and also used Granita's design from the Filmation cartoon.

ROBO-FRIEND

Shape transformation

1985 FILMATION POP ANIMATED SERIES

The Robo-Friend was Prince Jol's robotic companion. It was capable of transforming into a variety of shapes.



ROBOTO

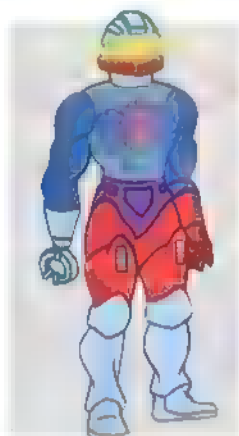
Heroic Mechanical Warrior

Robot Model 9041

Heroic Warriors
Masters of the Universe
Heroic Defenders
Roboticans

Laser gun
Laser axe
Mechanical claw
Detachable rocket-propelled arms

Generating electric charge through body
Superstrength
Computational, analytical, and strategic skills
Limitless stamina



1983 FILMATION MOTU ANIMATED SERIES

An explorer from the planet Robotica, where he'd existed with five thousand of his "brothers and sisters," Roboto crashed onto Eternia. Man-At-Arms repaired him and brought him back from the brink of deactivation. Roboto was also able to eventually fight off the reprogramming Modulok did to wipe clean his memories.

Though kindhearted and a little naive, Roboto possessed tremendous physical power and could generate an electrical charge throughout his body for protection. He could scan any life forms, and he emitted a specific frequency that the heroes could track.

1983 MOTU MINICOMICS

The MOTU minicomics offered a dramatically different backstory for Roboto. Designed to be an invincible, weaponized automaton by Man-At-Arms, Roboto possessed incredible strength, a laser gun, a laser axe, a mechanical claw, and a set of scanners to sense and identify approaching enemies. His mechanical heart was capable of human emotions and compassion, and it guided his personality and actions.

After Skeletor removed Roboto's heart, he set the powerful robot loose on Eternia, nearly resulting in the loss of Castle Grayskull and the deaths of Teela and Man-At-Arms. To prevent a repeat of such a disaster, the Sorceress cast a spell of protection over the deeply remorseful Roboto's heart.

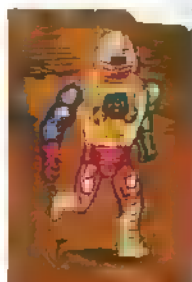
1983 GOLDEN MOTU BOOKS

In his Golden books appearances, Roboto's computerized brain was incapable of understanding human activity or sorcery.



1984 GERMAN INTERPART-CONDOR MOTU COMICS

In the Interpart-Condor comics, Roboto could project laser blasts from both his hands in addition to swapping the right one for a variety of weapons. When he was drained of energy, his thinking became very sluggish.



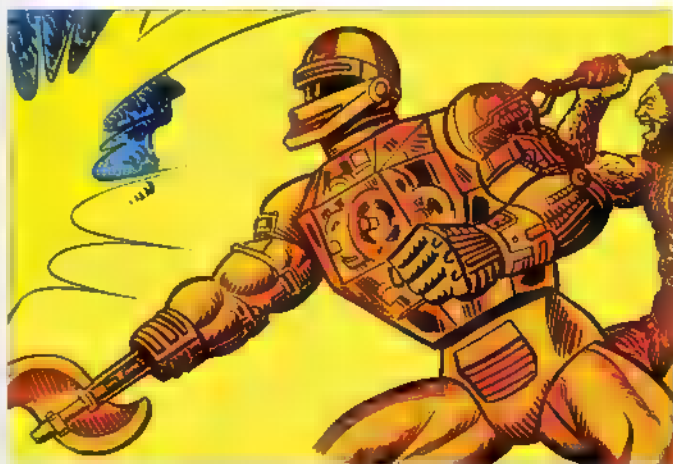
1986 UK MOTU COMIC MAGAZINES

The UK comics presented a very different characterization of Roboto. Roboto was a mechanical warrior who could feel no pain and was capable of solving the most complex problems with his computerized brain. His circuitry included servomotors, preventing him from tiring, and sorcery baffles, protecting him from most forms of magic. When Viper Tower appeared, Roboto was able to link his circuitry to that of the tower and download all of its historical data. Roboto's machine nature gave him many advantages over his battle comrades, such as the inability to tire and immunity to the effects of the Slime Pit's ooze. He helped save the day on many occasions and was described as one of the most powerful members of the Heroic Warriors.



1987 GERMAN EHAPA MOTU COMICS

In the Ehapa comics, Roboto was said to be the most powerful robot in the universe and was nigh invincible. As an artificial being, he possessed limitless stamina when fighting against the forces of evil.



ROBOTO

2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES

The MYP animated series provided yet another backstory for Roboto. Originally intended to be a chess opponent for Man-E-Faces' robot form, Roboto was built with a brain designed for strategic thinking and a desire to serve a more useful purpose. His main aim was to upgrade himself to a warrior



form and apply his skills to a real battle instead of a mere game. After Teela refused him entry into the Royal Guard, Roboto built himself a larger, armored body, equipped with a retractable missile launcher and other weapons from Man-At-Arms' workshop. Inside his arm was a backup Powercell that could power a Dragon Walker. After proving himself on the battlefield, he was accepted into the ranks of the Masters of the Universe. Initially he was plagued by a lack of confidence, but he

was later able to overcome this by reviewing his memory videos from inside his visor and taking the counsel of his battle comrades. Also, when bound by Sssqueeze, Roboto was able to emit electricity from his body to fend off the Snake Men. Out of all the heroes, Roboto formed the closest bond with Sy-Klone, and the two spent much time together.

2008 MOTU CLASSICS

Though the Classics canon primarily blended elements from earlier depictions, it also noted that Roboto upgraded his armaments on a couple of separate occasions and participated in both the Second and Third Ultimate Battlegrounds.

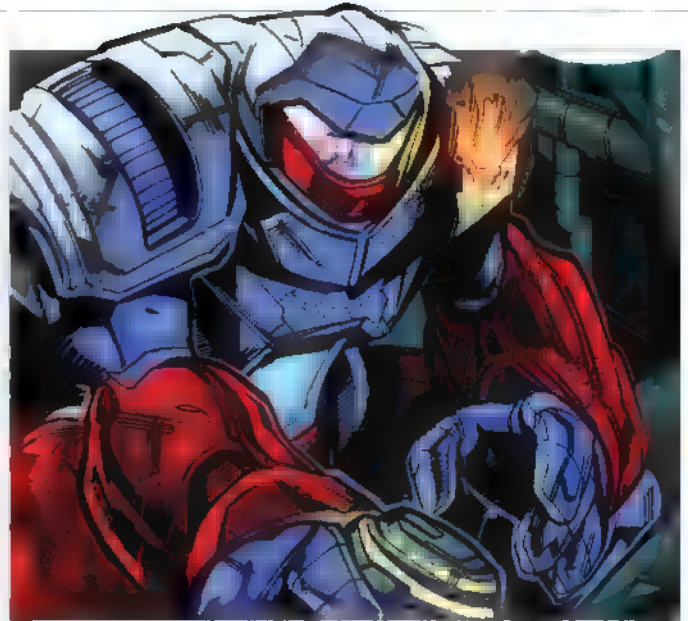


IMAGE COURTESY OF DC COMICS

2012 DC MOTU COMICS

The 2012 DC comics introduced the concept that Man-At-Arms had upgraded Roboto at least twice, once with technology acquired from the Horde and again with technology from Earth. He could transform his arms into a blaster or scan for life signs. Man-At-Arms rebuilt him to be his spacesuit when they both journeyed into Eternia's orbit to dismantle the Horde's Orbital Disrupter. Roboto and Man-At-Arms were the first Eternians to see their planet from orbit. He later sacrificed himself to ensure Man-At-Arms returned to Eternia's surface safely. After the war with Hordak, Teela attempted to rebuild Roboto in honor of her father.

ROC**1986 UK POP COMIC MAGAZINES**

Roc was a diminutive rock organism with eyes, arms, and legs, and he wore little boots. He was a young child from a tribe of Rock Creatures friendly with She-Ra. A brave soul, he went on a quest to obtain the Lava of Age, which would make him an adult Rock Creature. When he consumed the lava after being guided on his quest by She-Ra, Roc grew to adult size.

ROHAD

Inventing

1983 FILMATION MOTU ANIMATED SERIES

Man-At-Arms' teacher Rohad was a kindhearted scientific genius. He conceptualized the Synergetic Time Machine and built it with a young Man-At-Arms. Rohad saved Man-At-Arms' life when, due to his student's miscalculation, the machine malfunctioned. Later, when Rohad came close to death, He-Man saved his life by finding the rare plant that would cure his illness.



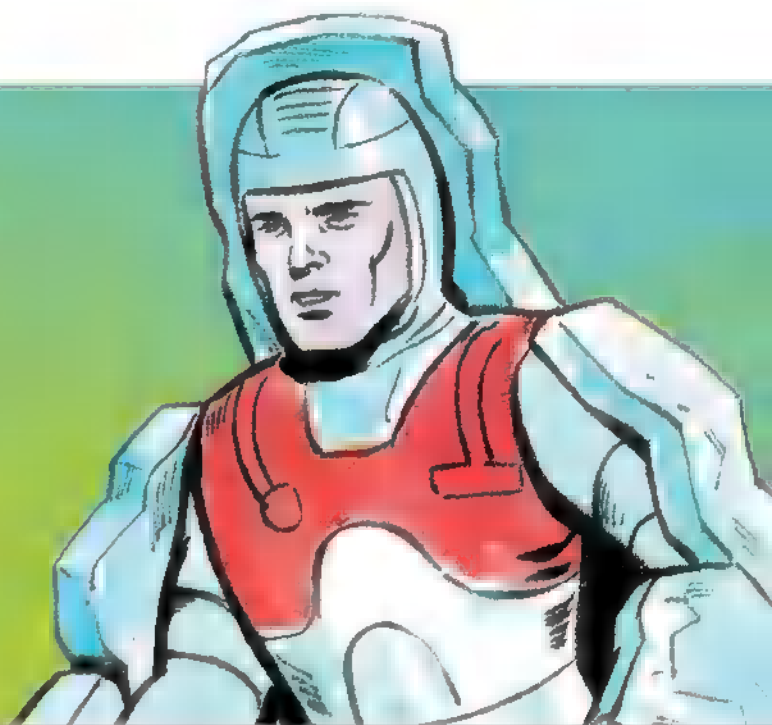
ROKKON

Young Heroic Battling
Boulder

Laser

Comet Warriors
Rock People
Heroic Warriors
Masters of the Universe
Great Rebellion

Transformation into a comet
Traversing space
Flight
Superstrength
Emitting blinding light from
armor



1983 MOTU MINICOMICS

In the minicomics, young Rokkon described himself as the bravest warrior among the Rock People. The Comet Warrior possessed the ability to fold his humanoid body into a comet which could then safely blast through space. In his boulder form, Rokkon could also roll over opponents in order to prevent them from escaping. His rocky arms could deliver powerful blows to his enemies and deflect enemy fire.

While in rock form, Rokkon was nearly impervious to enemy attack. For example, Kobra Khan's gas did not work on Rokkon when he was in his transformed state. The rock form also served as a useful disguise for spying on ene-

mies. Like other Rock People, Rokkon had body armor that could emit a brilliant, blinding light.

Rokkon's youthful exuberance and audaciousness sometimes got him into trouble with the older and wiser Stonedar.

1984 UK WORLD MOTU ANNUALS

Consistent with other portrayals, the World annuals further established that Rokkon traveled through space at light speed via sonic waves.



1984 GERMAN MOTU AUDIO PLAYS

In the German audio plays, contrary to other media, Rokkon and his father, Stonedar, intercepted a radio transmission from Skeletor and Hordak inviting the Snake Men to Eternia. The two Rocklings traveled to Eternia, where they warned the Masters of the Universe about the impending threat and joined them in their battle. It was their goal to discover the root of all evil, and since Skeletor and Hordak seemed

to personify evil itself, they hoped that fighting them would lead to the realization of their goal.

1985 FILMATION POP ANIMATED SERIES

Members of the Rock People, Rokkon and his comrades, Granita and Stonedar, traveled through space in the form of comets. They arrived on Eternia and found themselves caught in the war between the Great



Rebellion and the Horde. Though Rokkon possessed great physical strength, he chose not to engage in violence.

1986 MARVEL STAR MOTU COMICS

Departing from previous depictions, the young Rokkon in the Marvel comics was a brash Comet Warrior who would often get himself into trouble, endangering the lives of those around him. Stonedar, his mentor, tried to get him to accept his responsibilities. It was observed that both Rokkon and Orko shared many similar immature character traits.

1986 MOTU NEWSPAPER STRIPS

In the newspaper strips, Rokkon was established to be Granita's brother and Stonedar's son.



1986 UK MOTU COMIC MAGAZINES

The UK comics provided a different backstory of how Rokkon and Stonedar came to Eternia. When Hordak attacked their world in order to power a doomsday weapon he planned to unleash upon Eternia, Rokkon and his leader, Stonedar, traveled to Eternia to warn its inhabitants. They decided to stay and join the Heroic Warriors in the battle against the forces of evil.



1987 GERMAN EHAPA MOTU COMICS

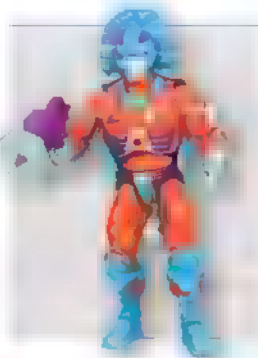
The German Ehapa comics presented yet another origin for Rokkon and the Rock People. As they traveled through space in their comet forms, the Rock People's course was altered by Skeletor, causing them to crash on Eternia. Instead of blaming the Heroic Defenders as Skeletor had intended, they settled on Eternia and joined them in their battle. Rokkon was the second in command after Stonedar.



ROKKON

2008 MOTU CLASSICS

The Classics borrowed from earlier canons to construct a narrative of Rokkon's arrival on Eternia. Rokkon held a stable orbital patrol around his home planet until a light storm from Horde World sent him and other Comet Warriors hurtling through space. He and his people eventually arrived on Eternia. Rokkon's youthful enthusiasm drove him to quickly side with the Masters of the Universe against the forces of evil on Eternia.



ROLCA



Inventing

1986 UK MOTU COMIC MAGAZINES

Rolca was the corrupt tyrant who ruled over the Bridlings, an alien race with advanced intelligence but limited physical ability. Rolca created a machine that mimicked He-Man's abilities in a plot to prevent a rebellion. This plot backfired, and Rolca was overthrown and sent to the Prisonstar.

ROSE



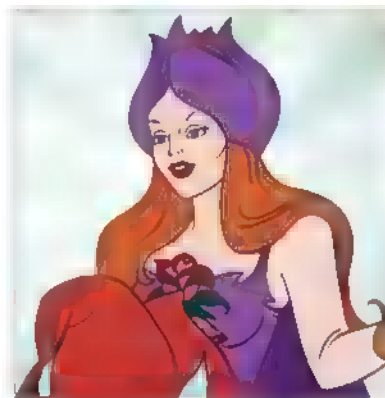
1983 FILMATION MOTU ANIMATED SERIES

Rose was Harro's young daughter. Brave and strong willed, she risked her life to save her home, the village of Pax, from the invading Space Pirates. Though soft spoken, she showed no fear.

ROSE GODDESS

1983 FILMATION MOTU ANIMATED SERIES

Long ago, the Rose Goddess climbed Rose Mountain each day, anticipating the return of her warrior husband. Her tears watered the ground where a single rose grew after her disappearance—the only living thing on the mountain. Many years later, Orko picked the rose for Dree Elle and reminded the Rose Goddess what true love was.



ROTAR

Ronur

Heroic Master of Hyper-Spin

Ball-and-chain axe

Heroic Warriors
Masters of the Universe
Energy Zoids

Spinning at high speed
Fists of fury

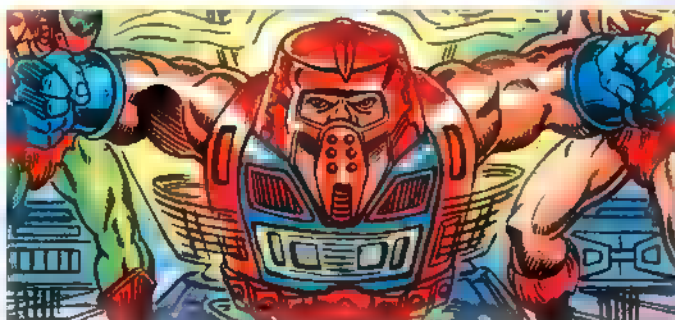


1987 ITALIAN MAGIC BOY MAGAZINES

Rotar was quite the ladies' man in the Italian *Magic Boy* magazines. He tried to impress three Eternian girls who were infatuated with He-Man by approaching them and boasting that he was an "authentic hero made of flesh, bone, and metal." One of the girls remarked that Rotar seemed "pretty cute," though her friends weren't overly impressed with him.

2008 MOTU CLASSICS

While remaining consistent with his minicomics portrayal, Rotar was also established as a former palace guard named Ronur, one of the Heroic Warriors who fought in the Second Ultimate Battleground. He destroyed his nemesis Twistoid in hand-to-hand combat.



1983 MOTU MINICOMICS

The Heroic Warrior Rotar was originally a brave soldier who was tragically injured in battle, losing his legs and the lower half of his body. His life was saved when He-Man rushed him to Man-At-Arms, who put him into a device named the Gyro-Machine intended for the creation of robot warriors. Rotar's body was fused with a spinning mechanical cone. Now the Master of Hyper-Spin, the cyborg warrior could travel at incredible speed. While Rotar appeared to accept his new situation, he sometimes suffered from a lack of self-esteem and wished to prove himself capable as a Heroic Warrior.



ROYAL ASTRONOMER



1987 GERMAN EHAPA
MOTU COMICS

The Royal Astronomer was an elderly man with immense astronomical knowledge living at the Royal Palace. He determined that the meteors, which turned out to be the Rock People, had changed course due to some evil force.

ROYAL GUIDE

Knowledge of Eternian history

1985 FILMATION POP ANIMATED SERIES

The Royal Guide showed citizens around the Royal Palace of Eternia. He knew much about the history of the royal lineage and enjoyed discussing the paintings in the Hall of Kings.

ROYKA



1990 NEW ADVENTURES OF HE-MAN
ANIMATED SERIES

Royka and his colleague, Molden, were organizers of the Games—a series of challenges between the Mutants and the Galactic Guardians. He posed as

a powerful life form but was actually a small humanoid. He and Molden planned to imprison the winners of the Games in their own private zoo on Rintor. It was Royka who suggested choosing the Galactic Guardians and the Mutants as competitors, despite Molden's misgivings.

RUBADUD

Rubadub

Free People of Etheria

1985 UK WORLD POP ANNUALS

Rubadud, sometimes referred to as "Rubadub," was the nephew of the famed wizard Tub and the brother of Dub. He lived in the village of Bluestones, located near the Orange Mountains.

SADIR



1986 UK POP COMIC MAGAZINES

Sadir was a merchant and leader of a convoy of desert travelers who traversed Etheria's Crimson Wastes. His tribe was under constant threat from the Horde, with only the Crimson Fury to protect them. Despite the danger he faced, Sadir was calm and brave.

SAGITAR



1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES

Sagitar was a powerful half-horse, half-human warrior from the planet Equinos. The Evil Mutant Staghorn had attacked and pillaged his planet, causing Sagitar to develop a deep loathing for him. The two remained bitter enemies. Sagitar saved the Galactic Guardians from Quakke in Gorn City and was offered (and accepted) a place within their ranks. He became one of their most prominent and powerful members.

Sagitar was a strong and skilled combatant, usually fighting with his bare hands. He could gallop at incredible speeds, sometimes carrying He-Man into battle on his back. Despite his gruff demeanor, he was kind and compassionate. He had a liking for animals and was especially angered by anyone who mistreated them. His mate back on Equinos was Besquita. On occasion, his nature took over, and he developed a strong impulse to return home and take part in a planetary run.

Tharkus

Galactic Guardians
People of Equinos

SPECIAL ABILITIES

Enhanced strength

TRIVIA: Sagitar's action figure was marketed as "Tharkus" in Europe.

SALISTICAR

SPECIAL ABILITIES

Sorcery
Teleportation



1985 FILMATION POP
ANIMATED SERIES

Salisticar was a sinister wizard who dwelled within the Sixth Dimension. He would set obstacles before those who visited his world. Salisticar was

somewhat immature and became frustrated with any who got past his obstacles.

SARA



1985 FILMATION POP
ANIMATED SERIES

Sara was one of two children who relayed information to the Great Rebellion about the Horde during its occupation of a northern Etherian village.

SARINDY

Deductive reasoning

1986 MOTU NEWSPAPER STRIPS

Sarindy was a young girl who lived in an Eternian orphanage and moved about in a levitating chair. She had a sharp eye for details missed by others and superb deductive reasoning. She was close friends with He-Man, who considered her one of Eternia's greatest heroes.



SANTAR

1983 FILMATION MOTU
ANIMATED SERIES

Santar was Rago's wicked sidekick who sought to end the reign of Chief Merlo of the Fantus Tribe. He piloted the Zegone war machine.



SARYN

SARYN

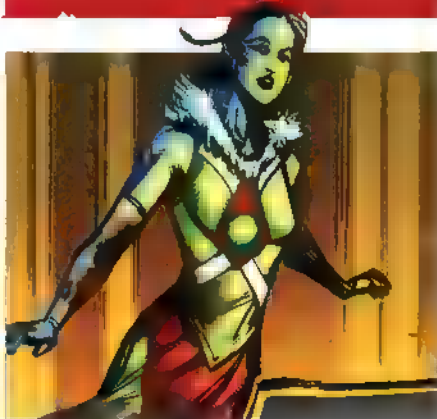


IMAGE COURTESY OF DC COMICS

Gar

Cursed snake dagger

2012 DC MOTU COMICS

A Gar handmaiden to King Grayskull, Saryn was like a daughter to the king, and she adored him. On the evening following Grayskull's defeat of Hordak, she used a cursed blade given to her by Adi, one of the Council of Elders, to betray Grayskull and slice his throat. Stealing the secret Sword of Protection, she fled to her native Anwat Gar. The evil act cursed Saryn to become the immortal and monstrous Witch of Anwat Gar.

Over eons, Saryn was slowly driven mad. Centuries later, King Miro's ocean vessel crashed upon the shores of Anwat Gar. Saryn transformed herself back into her youthful, beautiful form and nursed Miro back to health. The two fell in love, and she bore him a son, Keldor. Knowing she would never be accepted at court, Saryn gave up her baby and allowed Miro to return to the Royal Palace with Keldor. After Miro and Keldor's departure, Saryn returned to her natural, disfigured form and continued to jealously guard the Sword of Protection in her cave.

Years later, Saryn was at last set free when Adora arrived to claim the Sword of Protection. The princess used the same blade Saryn used to murder King Grayskull. The cursed blade struck down Saryn. Her last thoughts were of her son, Keldor, whom Eternia had come to know as the villain Skeletor.

SATMA

1984 GERMAN MOTU AUDIO PLAYS

Satma ruled the Hyperspace Dimension from his castle. Though he sported two horns on his head, he looked similar enough to Skeletor that Man-At-Arms mistook him on first sight for the Lord of Evil.

Satma commanded an army of monstrous warriors, motivating them with offers of gold. He once held Moss Man and Buzz-Off captive.

SAUROD

1983 MOTU MINICOMICS

When the Evil Cloud instructed Skeletor to think of all things evil, Saurod and Blade appeared before him and pledged their services. Saurod was a reptilian warrior capable of projecting lasers from his mouth that caused his victims immense agony.



1986 MARVEL STAR MOTU COMICS

In contrast to his minicomics appearance, Saurod projected sparks that would render various levels of unconsciousness, including suspended animation. He generally fought alongside Blade.



1987 MOTU FILM

In the MOTU film, Saurod served Skeletor as part of a band of mercenaries sent to obtain the Cosmic Key. Saurod was a skilled



gunman, landing shots on He-Man during an alley fight and soon after ready to use his sharp claws when attacking He-Man head on. After Saurod's failure to get the key, Skeletor made an example of him and painfully obliterated him from existence.

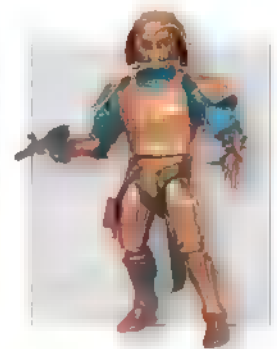
1987 GERMAN EHAPA MOTU COMICS

The Ehapa comics established that Saurod was part Saurian, part robot.

2008 MOTU CLASSICS



The Classics canon provided a new take on Saurod's background and motivations. Saurod the Terrible was once C'Ngrel Chouluth, a Klybian Lizard Man from the planet Draphos. He was imprisoned in the Prison Starr but escaped, riding a meteor shower to Eternia. While Skeletor recruited Saurod to boost his forces against Hordak, Saurod became a natural enemy of the Snake Men, since his race's DNA had been used to create them. He fought for Skeletor in the Second Ultimate Battleground, slaying as many Snake Men as he could. He attempted to steal the Cosmic Key from Gwildor to go back in time to prevent the Snake Men's creation, but he failed when Gwildor escaped to the future.



SAW TOOTH

Skeleteen's Evil Warriors

Lower jaw and teeth spin like a buzz saw

2008 MOTU CLASSICS

The shark-like Saw Tooth was one of the Evil Warriors assembled by Skeleteen and Evil-Lyn on the Moon of Droom. He took part in the Third Ultimate Battleground.



TRIVIA: Saw Tooth's unusual buzz-saw-shaped jaw was based on that of the *Helicoprion*, an extinct, shark-like fish from prehistoric Earth.

SCALES



Reptons

Juggling

1983 FILMATION MOTU ANIMATED SERIES

King Pythos's court jester Scales was a Repton entertainer who was skilled at juggling and acrobatics. He rarely took anything seriously and joked in his internal dialogues.

SCARE GLOW

Evil Ghost of Skeletor
Evil Ghost Serving Skeletor

Karak Nul
Scareglow

Evil Warriors

Scythe of Doom

Inducing terror
Flight
Becoming immaterial



1983 MOTU MINICOMICS

Scare Glow was an evil ghost summoned ■ Eternia from another dimension by Skeletor. Scare Glow initially refused to serve him and even threatened his would-be master. Skeletor put him in his place, vowing that he would not return him to his own realm until He-Man and the Heroic Warriors were defeated. Anyone who caught sight of Scare Glow's otherworldly glow was consumed by unimaginable terror.

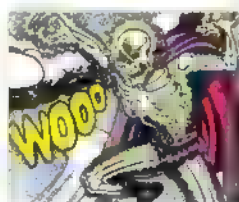
Though a ghost, Scare Glow apparently maintained a corporeal form, as he could be defeated in physical combat.



shouted that he had no fears. After Scare Glow was defeated by the Masters, he pleaded with Skeletor ■ be returned to where he came from. Skeletor denied his request and declared him to be indebted to him. Scare Glow swore he would discover Skeletor's fears and make him suffer.

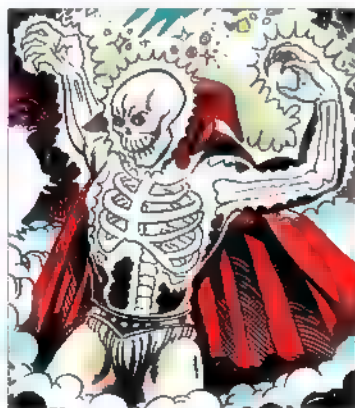
1986 MARVEL STAR MOTU COMICS

The Marvel Star comics presented Scare Glow very differently from other media. Portrayed as Skeletor's ghostly double, Scare Glow fooled the heroes into thinking he was the Lord of Destruction. He lured the heroes away from the Royal Palace and became immaterial to evade capture.



1986 UK MOTU COMIC MAGAZINES

Offering yet another backstory, the UK comics depicted Scare Glow as a creature conjured by Skeletor in his own image from light energy. In daylight, Scare Glow was invisible to his enemies, allowing him to attack unseen; in the dark, he emitted an eerie spectral glow.



2002 MVCREATIONS MOTU COMICS

The MVCreations comics presented Scare Glow as the ruler of an alien dimension. Scare Glow's ability to instill fear manifested by forcing his enemies to face visions of their own worst fears. He attempted to use his powers on Skeletor, but Skeletor blasted him with his Havoc Staff and

2008 MOTU CLASSICS

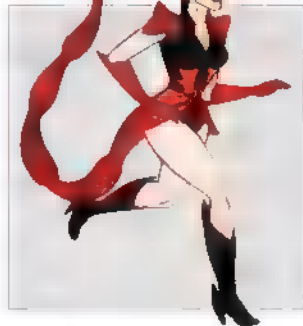
The Classics canon presented a reimagined backstory for Scareglow. Karak Nul was a shifty bounty hunter obsessed with the legends of Castle Grayskull and the promise of becoming Master of the Universe. Coveting the ultimate power, he spent his life attempting to breach the castle's enchanted walls. During his quest, he obtained a reliquary containing a key to a secret entrance to the castle, but he never located the hidden keyhole. When he died, Karak Nul was cursed and sent to the Dimension of Infinita. There, he was eternally chained for his crimes.

Years later, Skeletor summoned him in a Spell of Light. Armed with a Scythe of Doom, Nul became Scareglow with the power to freeze his foes in fright. He fought in the Second Ultimate Battleground and was one of the few Evil Warriors to serve Skeletor's son, Skeleten, in the Third Ultimate Battleground.



SCORPIA

SCORPIA



Stinging Horde Enforcer

Lynda D'Ream

Evil Horde

Crossbow

1985 FILMATION POP ANIMATED SERIES

From Scorpion Hill, her base of operations in Etheria's Crimson Waste, Scorpia loyally served the Horde with the slaves ■ her command. She was a product of Horde science, and it was implied that she had once been a normal human. Independent and strong willed, Scorpia did not enjoy working with other members of the Horde, though she often had squads of Horde Troopers at her disposal. In juxtaposition to her cruel personality, a compliment could bring out her softer side.

Scorpia's pincers and thrashing tail were powerful weapons, and she used them both in battle and to capture her enemies. She was apparently high ranking enough to have her own Horde transport vehicle, the Scorpion Crawler. She was shown to have her own hulking but dimwitted minion at her base on Scorpion Hill.

1985 UK WORLD POP ANNUALS

Unlike in her Filmation portrayal, Scorpia was a member of a race of half-scorpion beings called, strangely, the Scorpias. She possessed higher-than-average strength and agility, and the sting of her tail was poisonous.

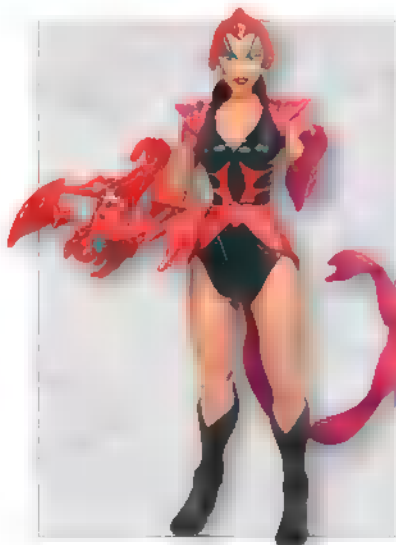
2008 MOTU CLASSICS

Once known as Lynda D'Ream, Scorpia was a member of the Amazonian Scorpion on Etheria and the tyrannical ruler of her Crimson Waste fiefdom. Hordak's swift conquest of the kingdom of Bright Moon impressed Scorpia. She pledged her own domain to the Horde and served them as an

enforcer. After years of helping the Horde oppress Etheria, Scorpia was one of the few Horde members who did not follow Hordak back to Eternia through the Laser Gate. Instead, she remained on Etheria, planning to conquer it herself.

2012 DC MOTU COMICS

In the 2012 DC comics, Scorpia was among those who returned to Eternia from Despondos with Hordak. She displayed a rivalry with Catra and developed a particular loathing for She-Ra upon learning she had once been Despara. She-Ra defeated Scorpia in combat and cut off the villain's tail.



SCOUT



AFFILIATIONS

Bibbets

Tracking

1985 FILMATION POP ANIMATED SERIES

Scout was one of the Bibbets and possessed great tracking skills.

SCROLLOS

Keeper of the Scrolls

Sword

Omniscience

Living ■ the vacuum of space

1986 UK MOTU COMIC MAGAZINES

Scrollos, the Keeper of the Scrolls, was tasked with chronicling all the battles between good and evil in the universe. Although he possessed infinite knowledge about Eternia, its history, its wars, and the heroes and villains who lived there, he never participated or intervened in its events himself. He merely observed from his secret space station, maintaining a record of everything on his computer.



While his features were obscured in shadow for much of the series, he eventually revealed his face. Scrollos appeared human with a glowing star on his forehead and wore an eye-shaped brooch, perhaps representing his apparent omniscience.

2008 MOTU CLASSICS

In the Classics canon, Scrollos was a cosmic watcher and purveyor of knowledge about the universe and its inhabitants.

Scrollos carried a satchel of letters full of questions from readers, breaking the fourth wall to speak directly to the audience. His appearance seemed to puzzle a passing Cosmic Enforcer, suggesting that he existed outside the understanding of even the servants of the Overlords of the Timeless Dimension.



SEA HAWK

ORIGIN FILMATION POP ANIMATED SERIES
 Jeoff Blithe

TITLES
 Heroic Etherian Pirate

AFFILIATION
 Great Rebellion

WEAPONS
 Laser rapier
 Photon Cutlass
 Impact Ring

SKILLS
 Leadership
 Sailing
 Swordsmanship

**1985 FILMATION POP ANIMATED SERIES**

Though his father, the famous pirate known as the Falcon, had fought against the Horde, the Sea Hawk pirated and delivered goods to the Horde in exchange for money. He claimed no allegiance to Hordak. Adora persuaded him that by working for the Horde, he had sold his own freedom.

After a change of heart, the Sea Hawk and the crew of his ship, the *Solar Sailor*, were among the Great Rebellion's most valuable allies. He was a strong-willed and loyal leader to his sailors, who followed his orders without question. His primary flaw was a lust for gold that was often played for comedic effect.

When the Sea Hawk was reunited with his father, the Falcon gave him a number of new weapons to aid him in battle against the Horde. Among these was a laser rapier that could cut through anything with its energy blade. When deactivated, it could be holstered. The Falcon also bestowed his own ship, the great *Solar Clipper*, to his son.

The Sea Hawk and Adora shared a romantic relationship. Each retained one half of a locket which would glow when the other was in danger.

2008 MOTU CLASSICS

In Classics, Sea Hawk was also known as Captain Jeoff Blithe. While he wasn't seen during the Second Ultimate Battleground alongside most other members of the Great Rebellion, he did appear fifteen years later on Eternia fighting in the Third Ultimate Battleground against the Unnamed One's forces.



SEER



POWERS
 Great wisdom
 Precognition

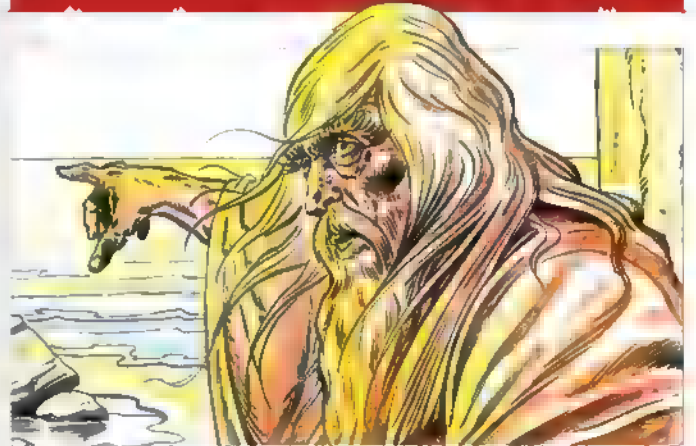
1985 POW MINICOMICS

A supernatural being, the Seer was both the voice of Etheria's distant past and the seer of its future. She manifested in the form of a golden, luminescent woman, referring to herself as "the Voice of the Unknown." She once appeared to She-Ra to guide her through a dangerous quest and offered her assistance. The Seer provided She-Ra with important information about the Map of Lights and warned her of grave danger ahead. To assist her in her journey, the Seer gave She-Ra a magic net.

TRIVIA: In the minicomic *The Hidden Symbols Mystery*, a very similar character called "the Wise Old Wizardess" appeared to She-Ra. It is reasonable to assume that both the Seer and the Wise Old Wizardess were intended to be the same character, though this was never made clear, and neither was ever seen again.



SENEX

**1984 UK WORLD MOTU ANNUALS**

Senex was an elderly fisherman who lived in a fishing village by the sea. When he heard the song of the Mer-People again, he warned the younger fishermen of the dangers of their nightly fishing trips. The others ignored him and considered him a crazy old man. In his youth, he had been lured into deep waters by the Mer-People's song and saved from drowning by two of their number.

SERENA

**1985 FILMATION POP ANIMATED SERIES**

Serena was a kindhearted teacher at a northern Etherian school who taught Etherian history. She fought the Horde when they wanted to revise it by using their own textbooks.

SHADOW WEAVER

Evil Mistress of Dark Magic

OTHER NAME

Light Spinner
Beatrix

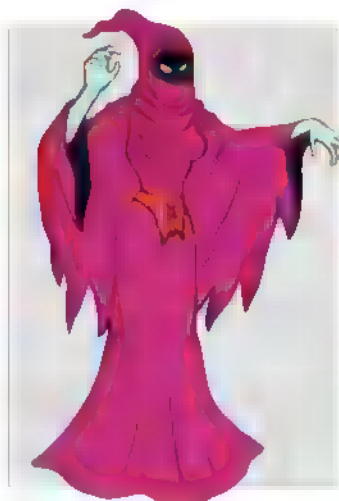
AFFILIATIONS

Evil Horde

Wand
Spell book

SPECIAL ABILITIES

Sorcery
Shape shifting
Teleportation
Knowledge of the arcane



1985 FILMATION POP ANIMATED SERIES

When the Horde invaded Etheria, Shadow Weaver was an apprentice to the great wizard Norwyn. She dressed in a pink medieval-style gown with a conical headdress and a veil that covered her face. Her true name was never revealed. Power hungry and impatient, she betrayed Etheria to the Horde in a bid for greater power and gave the empire a foothold during their invasion. Hordak granted her the power she craved, but she was disfigured in the process. She renamed herself Shadow Weaver and became Hordak's most trusted ally. Though

she favored magic, it was Horde science which had provided her with her power, much to her chagrin.

For many years, she helped Hordak raise Adora, maintaining a mind-control spell over the young princess that prevented her from questioning the Horde's actions. She held a grudge against both Norwyn and Castaspella. Shadow Weaver was not above betraying Hordak when her ideas were rejected.

She seemed to take pride in her disfigurement, as she once revealed her face to Arden, Norwyn's ambitious new apprentice, in order to illustrate the sacrifices he would have to make in order to gain more power.

Shadow Weaver often used her magic to control or manipulate shadows. With her own nearly limitless power she could conjure spells of suggestion, shadow coils to capture foes, blasts of energy, and disguises, and teleport herself or project her spirit onto other planets.

Although usually seen at the Fright Zone, Shadow Weaver used Horror Hall as her personal base of operations with a large volcano. She was shown to have a hunched minion, who resembled a large humanoid rabbit, serving her at Horror Hall.

1985 GOLDEN POP BOOKS

In addition to her other powers, Shadow Weaver used tarot cards to divine the future in the Golden books.



1985 LADYBIRD POP BOOKS

Unlike other portrayals, Shadow Weaver made her home in Etheria's Forest of Fear in the Ladybird books.

1986 UK MOTU COMIC MAGAZINES

In a departure from earlier media, the UK comics depicted Shadow Weaver's murky origins.

Described as Hordak's greatest ally, Shadow Weaver was originally a would-be sorceress named Light Spinner, who studied at Mystacor. Hordak taught her the evil ways of the Dark Force and used his knowledge to give Light Spinner a mixture of powers derived from both science and magic. When she was powerful enough to join the Horde, she changed her name to Shadow Weaver. Shadow Weaver's desire was to rule Etheria, as Hordak was attempting to conquer Eternia.

1986 UK POP COMIC MAGAZINES

Building on the aforementioned UK comics origin, Shadow Weaver began as Princess Light Spinner studying sorcery in Mystacor when the Horde invaded Etheria. Hordak convinced the impatient young sorceress that science could give her the power she craved without the years of toil. Using a machine, he infused Light Spinner with dark magic siphoned from the heart of Etheria. Fearing that Hordak would take back her powers, the newly dubbed Shadow Weaver pledged herself to the Horde. She was highly feared by the other Horde members.



2008 MOTU CLASSICS

Combining portrayals from other canons, the Classics showed a different version of Shadow Weaver's past. Beatrix, born in the kingdom of Mystacor,

studied with Norwyn under the name Light Spinner until the arrival of the Horde. Seduced by Hordak's offer of great power, she betrayed Bright Moon and its surrounding kingdoms. Hordak used a magical gem to enhance Light Spinner's powers, but it also disfigured her physically and mentally. Becoming the witch Shadow Weaver, she betrayed all of Etheria and gave Hordak access to the hidden magical archives of Mystacor. Though serving the Horde leader, Shadow Weaver plotted to eventually overthrow him and seize his power for herself. In



addition to raising Adora and keeping her spellbound, Shadow Weaver inspired Adora's Despara persona.

When Hordak's hold on the planet began to slip, Shadow Weaver discovered a Laser Gate to Eternia.

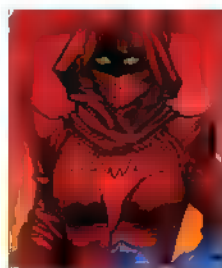


IMAGE COURTESY OF DC COMICS

2012 DC MOTU COMICS

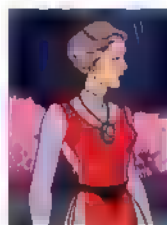
The 2012 DC comics presented a somewhat different depiction of Shadow Weaver. When Hordak gave her the power she had sought, her body was transformed, and she lost the baby she was carrying. Wishing to be a mother, she seized the opportunity to raise Adora after she was kidnapped from King Randor and Queen Marlena. During Adora's childhood, Shadow Weaver allowed her to visit Teela on Eternia as her "imaginary" friend. Shadow Weaver had a complicated

romantic relationship with Skeletor during his time with the Horde. Though loyal to Hordak, Shadow Weaver was willing to act against Hordak to protect those she loved. It was Shadow Weaver who secretly imbued her beloved Skeletor with a spell that granted him, upon coming in contact with his Havoc Staff's magic for the first time, a vision of his inevitable death at Hordak's hand. Skeletor consequently chose to rebel against Hordak and leave the Horde. Skeletor wanted Shadow Weaver to run away with him, but she chose to stay with Adora.

During a moment when Adora (known then on Etheria as Despara) was injured by a shot from Bow, Shadow Weaver used her magic to heal her injuries but also influenced her mind to erase faint memories of her true self and past.

When, as Despara, Adora finally questioned Shadow Weaver about her past thanks to help from Zoar, Shadow Weaver revealed the princess's true heritage. Enraged, Hordak attempted to kill Adora. Shadow Weaver, in a final act as a loving mother, sent her from harm's way and perished in the process.

SHAKRA



Evil Horde
Great Rebellion

1985 FILMATION POP ANIMATED SERIES

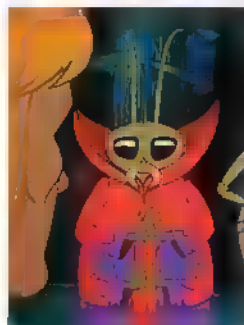
Shakra was Adora's nanny as she grew up in the Fright Zone and was responsible, with Shadow Weaver, for Adora's upbringing. For a time after Adora's defection to the Great Rebellion, Shakra remained in Hordak's service, but she later defected herself and rekindled the close relationship they once had. Shakra's light blue pendant was a gift from Hordak; unbeknownst to her, when it glowed green it allowed him to spy on her activities in the Whispering Woods.

SHAMAN (I)

Insect People

1983 FILMATION MOTU ANIMATED SERIES

Shaman was the respected leader of the Insect People. Having never ventured into the world outside his underground kingdom, he was initially prejudiced against those unlike himself. Upon getting a glimpse of He-Man, having never seen a human before, Shaman found He-Man incredibly ugly.



DISGUISES



PEASANT GIRL: Shadow Weaver used this disguise to infiltrate Mystacor and send She-Ra into the Sixth Dimension. As the peasant girl, she mocked the abilities of Broom, Kowl, and Madame Razz.

1985 | *Filmation POP Animated Series*



SHADOW GIRL: This disguise of a beautiful young girl was adopted by Shadow Weaver in an effort to fool Bow. She demonstrated her fine acting abilities by utterly convincing Bow that she was a girl in distress, and even planted a kiss on Bow's cheek.

1985 | *Filmation POP Animated Series*



THE WOUBLE: This large, muscle-bound male creature with an almost blank expression was Shadow Weaver's disguise to convince Glimmer to break away from the Great Rebellion. Although the Wooble's voice had tones of Shadow Weaver's, it was hard for anyone to detect her deception.

1985 | *Filmation POP Animated Series*

SHAMAN (II)



Bibbets

Limited magic

1985 FILMATION POP ANIMATED SERIES

Shaman was a prominent fixture in the Bibbet community, often standing beside the Bibbet Elder. He used his limited magic to entertain his fellow Bibbets.

SHELANDOR

Aquaticans

Resistance to the Pearl of Power

1983 FILMATION MOTU ANIMATED SERIES

Chief adviser to Princess Nami of the city of Aquatica, Shelandor was the only person who could resist the control of the Pearl of Power when it fell into Mer-Man's hands. He wore a long, regal robe.



SHE-RA

Princess of Power
Most Powerful Woman in
the Universe

Adora
Despara

Superhuman strength
Healing
Telepathic communication with animals
Assorted magical abilities

Great Rebellion
Princesses of Etheria

Sword of Protection



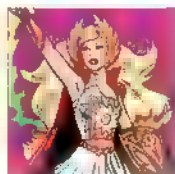
1985 FILMATION POP ANIMATED SERIES

Imbued with the powers of Castle Grayskull, She-Ra broke Shadow Weaver's mind-control spell cast upon her as Adora. When she learned of her history and destiny, She-Ra set out to right the wrongs committed by the Horde. As Adora, she was the leader of the Great Rebellion. As She-Ra, she was their greatest asset, enabling them to gain a foothold amid the Horde's dominance of Etheria.

Her primary powers included superhuman strength, healing, telepathic communication with animals, and the ability to transform the Sword of Protection into almost any tool. She-Ra

embodied all that Adora held true and dear, including a strong belief in the sanctity of life. She recognized that there were times when she could do more good as Adora and ensured the Rebels did not rely on her might to overcome every obstacle. She used her strength to solve problems only as a last resort, preferring peaceful solutions and compromises. She understood that quick solutions were usually only temporary ones, and that the fight for freedom would be a long and arduous battle.

She-Ra patrolled the skies over Etheria astride her winged unicorn Swift Wind, her closest friend and confidant. She also shared a special relationship with Light Hope. Though powerful, She-Ra occasionally struggled with insecurities. When she was bested by the Melog, she struggled to accept the loss.



1985 POP MINICOMICS

In addition to the powers depicted in the Filmation series, She-Ra displayed an array of magical abilities in the POP minicomics. Among these were the power to turn a dragon into a butterfly with the snap of her fingers and the ability to speak underwater. Further, her sword possessed a range of powers, including

restoring enchanted animals to their normal state, turning living creatures into stone, allowing her to float safely to the ground from great heights, and conjuring sea storms. In contrast to her Filmation portrayal, She-Ra did not employ superhuman strength in the minicomics. She-Ra also possessed a Bubble Blower weapon which could form a defensive shield made up entirely of bubbles. Her Starburst Cape could open up to reveal a burst of glittering stars.

TRIVIA: In the early POP minicomics, Adora transformed into She-Ra with the phrase "By the honor of Grayskull!" instead of the more recognizable "For the honor of Grayskull!"

1985 LADYBIRD POP BOOKS

She-Ra lived in the mysterious Crystal Castle in the Ladybird books. In addition to her typical powers, she could project blasts of blue energy from her sword.

1986 GERMAN POP AUDIO PLAYS

In their portrayal of the Princess of Power, the German POP audio plays depicted She-Ra as the only Princess of Etheria who never fell for Catra's flattery, knowing that the cat fairy could not be trusted. Though she demonstrated a romantic interest in Bow as Adora, as She-Ra, she showed no such infatuation. She would entertain friends and allies at her home in the Crystal Castle (sometimes called "the Crystal Palace").

She-Ra's sword was the primary source of her power, allowing her to defeat her enemies and solve a wide variety of problems magically.



1986 UK POP COMIC MAGAZINES

The UK comics depicted different aspects of She-Ra's character. As a former member of the Horde, She-Ra would sometimes use her knowledge of Horde science to defeat her foes. The alien race known as the Whisps provided She-Ra with her Starburst Cape and tiara to help her prevent Hordak from destroying Etheria.

2008 MOTU CLASSICS

Furthering She-Ra's story, the Classics canon reimaged her later adventures. Losing his grip on Etheria, Hordak returned to Eternia through a Laser Gate, and She-Ra, with many of the Rebels at





her side, followed. There, she joined the Renegade Masters of the Universe to fight Hordak and King Hssss in the Second Ultimate Battleground.

Shortly after Skeletor fled into space to conquer the Horde Empire, She-Ra left with He-Man to join the Galactic Protectors to defend against Skeletor and his army of Space Mutants. Eventually, the twins allied with Skeletor to bring down Horde Prime. During their battle with the Horde emperor, He-Man and Skeletor were transported to Trolla, leaving She-Ra to face him alone.

She-Ra broke the spell that had granted Horde Prime immortality for eons, and in so doing she broke her own oath to preserve all life. As a result, Horde Prime's evil spirit seized possession of her. She-Ra disappeared, leaving the Horde Empire in ruin. While her brother searched for her after his defeat of Skeletor on Trolla, She-Ra assumed the evil warrior-queen persona of Despara that she had invented while serving as Hordak's Force Captain. For many years, Despara remained out of view while He-Man searched for her. She claimed to have fought for her freedom in an arena for ten years, though she did not say who had kept her captive.

Despara allied with the Cosmic Enforcers to restore the balance of good and evil by resurrecting Skeletor as a mindless monster. Despara then leashed him like a pet and led an army of Skelcons back to Eternia to conquer it in Hordak's name. During the battle, King He-Man realized who Despara truly was. When he revealed that her desire for vengeance was misplaced and that Skeletor had killed Hordak, Despara decapitated her resurrected ally.

Upon seeing Dare wielding the Sword of Power, Despara attempted to seize it for herself, but the sword's magic stunned her and caused her own weapon to revert back to the Sword of Protection, partially restoring She-Ra's true self. Orko seized the opportunity to cast a Trollan Soul-Catcher Spell to extract Horde Prime's spirit and encase it in a red gem, thus setting She-Ra free and destroying Despara forever.

She-Ra later assumed the armor of the Royal Guard and took part in the Third Ultimate Battleground, where she fought alongside her family in defense of Eternia.

2012 DC MOTU COMICS

Unlike other portrayals, once Adora obtained the powers of Grayskull she transformed into She-Ra for the first time on the island of Anwat Gar. She then aided in the battle against Hordak's occupation of Eternia, rather than Etheria. The Sword of Protection had a red gem made of the same lava flow as the Eyes of Grayskull. She destroyed the Eyes of Grayskull while He-Man battled Skeletor. With Eternia restored, She-Ra received an ancient artifact of Grayskull, a blue gem that replaced the red gem in her sword, and she decided to return to Etheria and find the Crystal Castle.



IMAGE COURTESY OF DC COMICS



SHEZAR



TRAIT
Dominator of Light

WEAPONRY

Polarizer device
Black lightning

SPECIAL ABILITIES

Breathing underwater
Transforming into fish creature

1986 BRAZILIAN EDITORA ABRIL MOTU COMICS

A blue-scaled aquatic being, Shezar was the former princess of the planet Antar. She could swim at great speeds and breathe underwater. She was also able to transform herself into a monstrous fish creature, her primitive form, in which she had sharp teeth and powerful fins. Shezar's planet Antar had been destroyed during a great war. In search of a new planet to transform into an aquatic world, she kidnapped several Eternian women with the purpose of repopulating her species.

Shezar's craft, the *Black Pearl*, could emit paralyzing black sparks and a toxic vapor. Her spherical Polarizer device could control people and sea creatures, project holograms, and blast black lightning.

SHIELD MAIDEN SHERRILYN

SHIELD MAIDEN SHERRILYN

Evil Eternian Pirate Clan Member

Fighting Foe Men
Evil Horde
Heroic Warriors

WEAPONRY

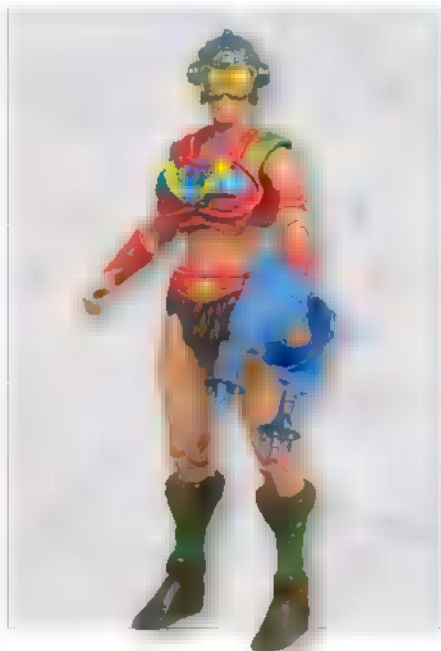
Blaster

SPECIAL ABILITIES

Driving

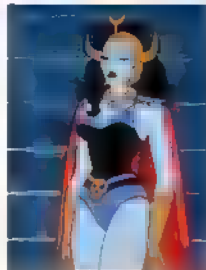
2008 MOTU CLASSICS

Sherrilyn was one of the Fighting Foe Men—a group of renegade Eternian pirates who built war machines to conquer the Valley of Gnarl and terrorize the surrounding territories in the years following the Great Wars. Her transport was the all-terrain Attak Trak. When Vikor, the He-Man of the North, fought the Fighting Foe Men and trapped them in a glacier of enchanted ice, Sherrilyn and her fellow pirates were frozen for thousands of years, until Hordak discovered and released them to bolster his forces in the Second Ultimate Battleground. Soon thereafter, Shield Maiden Sherrilyn and Dawg-O-Tor suffered a vicious betrayal at the hands of the twisted Ditzroyer. This caused them to reexamine their ways, and the two eventually joined Randor's forces.



TRIVIA: Shield Maiden Sherrilyn first appeared as an unnamed, partially obscured, and probably male heroic pilot on the box art for the Attak Trak model kit in the 1980s. The name "Fighting Foe Men" was a title considered for the brand before "Masters of the Universe" was chosen.

SHOKOTI



Evil Witch of Eternia

SPECIAL ABILITIES

Sorcery

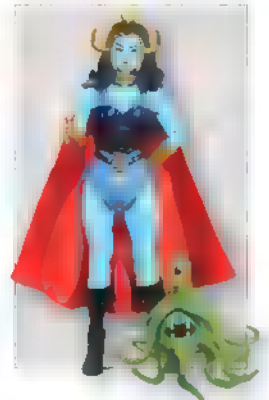
1983 FILMATION MOTU ANIMATED SERIES

A wicked sorceress from Eternia's past, Shokoti dwelled on the planet's Dark Side. She wished to bring darkness to all of Eternia with the aid of the Sleeping Beast. She also possessed powerful fear-based magic that was stronger within her temple, the House of Darkness.

2008 MOTU CLASSICS

The Classics canon provided some additional backstory. Shokoti was the most powerful and dangerous sorceress on Eternia's Dark Hemisphere. She planned to engulf the planet in total darkness. Her Gar kinsmen turned against her and trapped her in sunlight, weakening her powers. They buried her and her beast companion beneath the Sands of Time in the House of Darkness.

TRIVIA: Shokoti had eyes which were entirely black, an unusual trait shared by the Gar pirate Ditzroyer of the Fighting Foe Men.



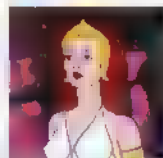
SIBYLINE

Wand

Sorcery

1983 FILMATION MOTU ANIMATED SERIES

One of the most powerful and evil sorceresses on Eternia, the beautiful Sibylina, once friends with Evil-Lyn, helped the tyrant Gorgon overthrow King Danton on the Isle of Tears. Eventually, her goodness prevailed, and she defected to help return King Danton to his throne. Her sorcery rivaled even Evil-Lyn's.



SIGARD

WEAPONRY

Reed whistle

Sorcery
Charming animals
Potion making

1984 UK WORLD MOTU ANNUALS

Sigard traveled Eternia and was renowned for charming the animals of the forests with his reed whistle. A master maker of potions, Sigard could cure nearly any ailment.

SIGNIE

Herbalism
Potion making
Sorcery

1984 UK WORLD MOTU ANNUALS

Signie was the greatest herbalist on Eternia and lived in a valley near the Needle Mountains. A skilled potion maker, she was renowned for her Potion of a Thousand Herbs and its curative properties.

SINISTRA



Sorcery

1985 UK WORLD POP ANNUALS

A famous Ethernian sorceress, Sinistra traveled in a ball of black smoke. She was one of the attendees at Queen Angella's Enchanters' Eve celebration.

SIR LASER-LOT

Heroic Knight of Grayskull

Gem of Tamadge

Laser sword

Laser mace

Masters of the Universe

Mastery of weapons and hand-to-hand combat

Enhanced strength
Shooting energy blasts

2008 MOTU CLASSICS

The chivalrous Sir Laser-Lot was the mightiest of King Grayskull's knights on the continent of Preternia. A master of weapons and a skilled combatant, he wore a magical suit of armor powered by the Gem of Tamadge, giving him enhanced strength and the ability to project blasts of energy. Sir Laser-Lot's legendary deeds inspired King He-Man to send his Time Agent, John Spector, to save him at the moment of his historical death and bring him to the future. Having fought in the First Ultimate Battleground, Sir Laser-Lot accepted his new role and became the new Man-At-Arms. He took the charge of training the next generation of Royal Guards and He-Man's young son Prince Dare with long-forgotten skills. Sir Laser-Lot fought in the Third Ultimate Battleground alongside the Masters of the Universe against the Unnamed One.

2012 DC MOTU COMICS

Sir Laser-Lot was one of King Grayskull's greatest knights. After Grayskull's death, Sir Laser-Lot lived with much guilt. It was revealed that the Gem of Tamadge in his chest was made from the heart of a dragon and that it was the source of his great powers. The gem also kept Laser-Lot alive, and he would have perished without it.



IMAGE COURTESY OF DC COMICS

Skeletor inadvertently transported Sir Laser-Lot into the future during an attempt to steal the Skull of Power from his guardianship. His fate remained a mystery, though his spectral form was seen when Skeletor summoned the spirits of the dead to fight He-Man.

SIR TAO

Magicats

1985 FILMATION POP ANIMATED SERIES

Sir Tao was a warrior among the Magicats. Brave and confident, he wore his medals upon his chest.



SKARLO

Sorcery

1985 UK WORLD POP ANNUALS

Skarlo was an ancient wizard of Etheria who was exiled due to his troublesome ways. The forest glade where he lived became a swamp. It was rumored that his Chest of Secrets was buried there.

SKELETEEN

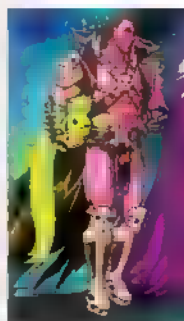
Evil Warriors
Royal Family of Eternia

Havoc Staff

2008 MOTU CLASSICS

Skeleteen was the son born to Evil-Lyn and Prince Keldor, before the latter became Skeletor. Following Keldor's transformation, Evil-Lyn enlisted the help of the Time Agent Spector to transport Skeleteen to another time with the hope he would be safe from Skeletor. Years later, following her own defeat by the sorceress Teela, Evil-Lyn used the Cosmic Key to follow her son into the future. Skeleteen grew up to resemble his father, though his skin was more purple than blue. He wore a skull-shaped mask similar to his father's face.

After he freed the Unnamed One from the Nameless Dimension, Skeleteen helped him attack King He-Man and destroy Castle Grayskull. When the Masters of the Universe escaped with the Sword of Power, the Unnamed One ordered Skeleteen to build him an army to help track it down. Skeleteen then returned to his mother on the Moon of Droom, where they followed the Unnamed One's instructions but secretly plotted to betray him and seize Grayskull's power for themselves. When the Unnamed One was defeated in the Third Ultimate Battleground, Skeleteen swore that he would gain the upper hand against He-Ro II in the continuing war.



SKELETOR

Lord of Destruction
Overlord of Evil
Apprentice of Hordak
Prince of Eternia
Ruler of Demons
Lord of the Netherworld
Master of Evil
Lord of Evil
Master of Death

Keldor

Sorcery
Swordsmanship
Teleportation

Evil Warriors
Evil Horde
Royal Family of Eternia
Evil Mutants
Space Mutants
Demons of Evil
Gar

Havoc Staff
One half of the Power Sword
Energy blade
Skull Staff

Telepathy
Telekinesis



He also craved the power of Castle Grayskull, which would allow him to command the secrets of the universe. Additionally, Skeletor displayed an interest in the warrior-goddess Teela and wished to make her his bride.

1982 DC MOTU MINICOMICS

In the second wave of minicomics Skeletor was perhaps even more cunning and manipulative than in the first wave of stories, and employed even more magical powers in his efforts to breach the walls of Grayskull. In addition to the aforementioned mystic blasts from his sword, Skeletor could also teleport, take physical control of another person's body against their will, and concoct horrifying elixirs to turn men into monsters. Perhaps his most impressive act of magic was the creation of a duplicate of the Goddess of Grayskull. Using the Goddess's power, Skeletor created an infant clone which he intended to control with his own will.

Skeletor was relentless in his attempts to enter Castle Grayskull, though he was always thwarted by his mortal enemy He-Man and his heroic allies.

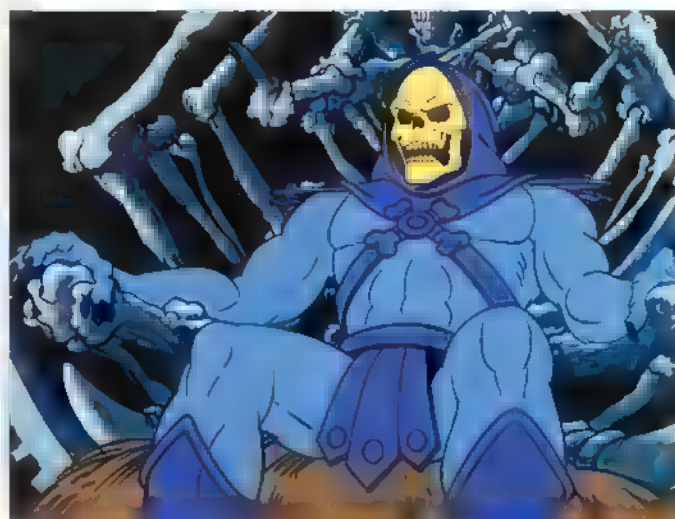


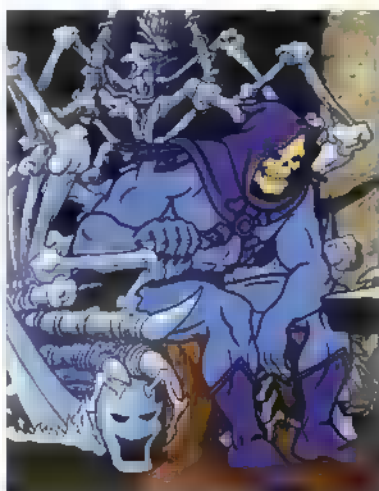
1982 DC MOTU COMICS

The DC comics portrayal of Skeletor focused more on the demonic aspects of the dark villain. Again, Skeletor sought both halves of the Sword of Power to gain entrance into Castle Grayskull. Skeletor possessed a superior intellect and anticipated every possible outcome while hatching his plots. He successfully achieved his objective and acquired both halves of the Sword of Power through an elaborate plot in which he predicted the actions of both the heroes and villains of Eternia. In one story, Skeletor was impaled by one half of the Sword of Power, with the sword consuming his life force. But this was not the end of Skeletor, as he would reappear in the series.

1983 FILMATION MOTU ANIMATED SERIES

Drawing from both the demonic and interdimensional origins of the character, the Filmation animated series presented Skeletor as a constant threat to the heroes. From his fortress of Snake Mountain, Skeletor sat on his bone throne and commanded a cadre of the most evil villains in the universe. His primary goals were to seize the power of Castle Grayskull, conquer Eternia, and rule the universe. The Filmation series scrapped the plot of uniting the two halves





The final minicomics featured tantalizing hints regarding his mysterious origins, such as an unclear connection between Skeletor and King Rando's missing brother, Keldor. It was established that Keldor had been lost to dimensions beyond time during his attempts to master arcane magic. Skeletor feared the discovery of Keldor's fate, even declaring that it could undo him. When the Sorceress opened the dimensional veils, Rando swore he saw Keldor's mist-shrouded form before he realized that he was actually looking at Skeletor emerging from the smoke.

TRIVIA: While the minicomic *The Search for Keldor* never fully revealed that Skeletor and Keldor were one and the same, the story heavily implied it. After years of fan speculation, writer Steven Grant revealed in a He-Man.org interview that Keldor was indeed intended to have become Skeletor. Several years later, the 2002 Milke Young Productions cartoon finally carried out the Keldor concept, although it established no familial connection between him and Rando.

1983 KID STUFF MOTU RECORDS

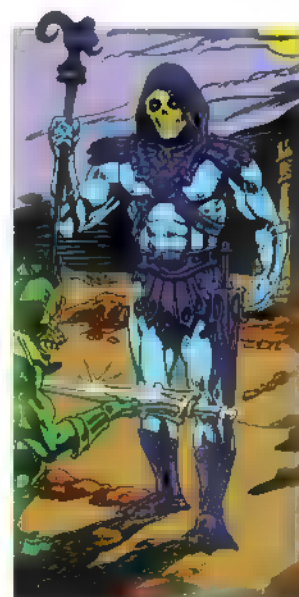
Unlike the interdimensional and demonic origins provided for Skeletor elsewhere, the Kid Stuff records gave him an interplanetary beginning. Skeletor lived in isolation on the planet of Infinita, sister planet to Eternia. With a legion of demons, Skeletor escaped to Eternia to seek out the lost and legendary Castle Grayskull. His arrival, as foretold by the Sorceress centuries before, signaled the appearance of the warrior He-Man to oppose him.

TRIVIA: Skeletor was also depicted as hailing from Infinita in the Filmation series bible.

1983 GOLDEN MOTU BOOKS

In a different and more in-depth account of Skeletor's origins, the Golden books expanded upon the Filmation canon and established a history of both his acquisition of sorcery and his loathsome appearance. As a young Etherian, the man who would become Skeletor wished to harness the power of Etheramite, the strongest mineral in the universe. To that end, Hordak took him on as a pupil, and the pair studied the mineral. The impatient young Skeletor attempted to master the Etheramite. The experiment failed and transformed him into a living skeleton. Betraying his teacher, Skeletor fled to Eternia with plans to conquer it for himself.

The Golden books version returned to his attempts at uniting both halves of the Power Sword in order to gain access to Castle Grayskull and the secrets within. Skeletor continued to reside inside Snake Mountain and spy on Eternia's heroes through a magic pool. He used his Havoc Staff to create puffs of smoke and teleport his allies.



1983 LADYBIRD MOTU BOOKS

Skeletor was depicted in the Ladybird books as extremely cantankerous, erupting into angry outbursts and temper tantrums whenever his own schemes failed. He unleashed bolts of energy from his sword and Havoc Staff. Skeletor was further depicted in the Ladybird books as possessing mastery over the Skelcons—the unquestioning servants who blindly obeyed him.

of the Sword of Power. Instead, Skeletor desired the secrets of Castle Grayskull.

As one of the most powerful beings on Eternia, Skeletor used many types of sorcery, from magic spells to teleportation, and his powers were said to increase inside Castle Grayskull. His Havoc Staff was as indestructible as the Sword of Power, and it was often used as a conduit to channel his magic. Many times, he would unleash great magical attacks by using only his index finger. In addition to his sorcery, Skeletor possessed extensive scientific knowledge and developed sophisticated technology that impressed even Man-At-Arms.

In the Filmation series, Skeletor possessed both a sword and a scepter battle axe, though they were rarely used. His sword was striking in appearance, featuring at its hilt the same crossbones seen on his armor. His scepter axe, in addition to being a formidable weapon, could channel his magic to be used for attacks and foresight.

Taking great joy in the suffering of others, Skeletor often preyed on the weak and innocent. He claimed that everything he did was for the sake of evil. Showing little respect for his allies and underlings, he tolerated their hatred because they feared him. He trusted no one and even insulted and punished his henchmen for their incompetence while he continued to rely on them. He often blamed them for his failures.

Little was revealed of Skeletor's background prior to the events of the series, but it was established that for a time, he had worked alongside the evil creature Monteeq, with whom he overthrew King Archibald. He built Snake Mountain himself using skills he gained from the Golden Disks of Knowledge, which he bribed the wizard Zanthor into selling him. He had apparently been on Eternia for a long time before Prince Adam became He-Man, and at one point even owned farmland, where he forced the enslaved Belots to work for him. Often, evil space travelers knew of Skeletor and sought his aid or offered him their services.

1983 MOTU MINICOMICS

While the 1983 MOTU minicomics steered the portrayal of Skeletor toward his Filmation version, they also sometimes featured Skeletor in his toy-variant



forms. For example, he once chained a vicious, venom-spitting dragon to a special chest plate he wore. The deadly Terror Claws, forged for him by Spikor, were also part of his personal arsenal. Skeletor continued to seek new powers, weapons, and henchmen with the hope of taking over Castle Grayskull. He opened dimensional portals and summoned evil creatures from elsewhere in the cosmos to join his forces.

SKELETOR

**1983 ITALIAN PIÙ MAGAZINES**

In the Italian *Più* comics, Skeletor, the Lord of Evil, came from another dimension. During his time on Eternia, the dreary, sunless ravines of the planet were his domain. Skeletor possessed one half of the Power Sword and craved the other half, which was well protected within the mysterious Castle Grayskull. By combining both halves of the Power Sword, Skeletor could become invincible and overthrow Eternia. Despite his formidable magical abilities, deception was his true weapon of choice.

**1984 UK WORLD MOTU ANNUALS**

Skeletor was described as being one of the most evil creatures in the universe. In a stark departure from all other canons, Skeletor was a member of a race of beings who looked like him, and the name "Skeletor" was his family's surname. An ancestor of his had even stolen a jeweled charm from Castle Grayskull. His great-grandfather had been a pirate and lost the charm when his ship sank.

Skeletor continued to use his magic sword and Havoc Staff,

even occasionally wielding a purple axe. Skeletor gathered his Evil Warriors through their mutual hatred of He-Man. Even the mention of He-Man's name caused Skeletor to burst into fits of rage that were usually directed at his henchman, Beast Man.

1984 GERMAN MOTU AUDIO PLAYS

The German audio plays provided a very different backstory for Skeletor, the Lord of Evil. Eons ago, the giants who lived in the Sands of Time extracted all evil from themselves and their distant planet and transferred it into Skeletor. Though it was unclear whether Skeletor already existed or had been created by the giants, the result was that he became the physical embodiment of evil. The giants then sent Skeletor away through the time stream to modern Eternia. Though the giants claimed Skeletor was



immortal, the Lord of Evil actually was mortal, as he narrowly survived deadly events several times and could fall ill.

After his stint as Hordak's student, Skeletor assembled (or in some cases created) his legion of Monster Warriors. When the Evil Horde and the Snake Men arrived on Eternia, both factions served under Skeletor.

Unlike in most other canons, Skeletor did not have any innate magical powers, though he did often find and use magical artifacts. His technological prowess allowed him to build vehicles, weapons, the robot Faker, and doors into other dimensions. He was a master sword fighter, although he was no match for He-Man.

Skeletor's depiction in the German audio plays was darker than most: he would brainwash victims to serve him, tried repeatedly to kill He-Man and the other heroes (even including a child), and was something of a sadist, taking great joy in imprisoning peasants inside of Snake Mountain and inflicting pain upon others. He succeeded in conquering and ruling Eternia for brief periods but was always defeated, often because of his arrogance and impatience.

Eventually, Skeletor was contacted by Brakk and left Eternia for the stars, becoming the leader of the Evil Mutants and determined to conquer the entire universe.

Rather than the Havoc Staff, in this canon Skeletor's sword was his weapon of choice in combat. It could project blasts of energy, and after discovering that He-Man's Battle Armor was susceptible to silver, Skeletor coated the blade with silver. He later discarded the sword for the Power Sword of Evil which Dragstor had found.

1984 GERMAN INTERPART-CONDOR MOTU COMICS

While sharing some elements with the Filmation canons, the German Interpart-Condor comics provided yet another backstory for the Lord of Destruction. Banished from Eternia for unspecified reasons, Skeletor joined the Evil Horde, quickly becoming Hordak's favorite pupil. Eventually, he left the Horde to return to Eternia, planning to conquer the planet and take vengeance for his exile.



Portrayed as a rather more ruthless and bloodthirsty villain, Skeletor wiped out Eternia's entire race of Bird Men save Stratos by stealing their ability to fly while they were airborne. He also perverted the Valley of Power by damaging its heart with his battle axe and used a dragon to lay waste to several villages. His own arrogance and actions often led to his downfall.

1985 FILMATION POP ANIMATED SERIES

Expanding the characterization that had been established in the Filmation MOTU animated series, the POP series revealed that Skeletor was once Hordak's pupil and a member of the Evil Horde during their invasion of Eternia. Abandoned by his teacher, Skeletor betrayed Hordak and revealed the location of the Horde's base of operations to the heroes in an attempt to save himself. When Hordak fled to Etheria with the infant Adora, Skeletor established himself at the Horde's former base of Snake Mountain.

When Hordak returned to Eternia, master and student continued their grudge. They battled to a standstill in Snake Mountain. Impressed with how Skeletor's magic had evolved and developed, Hordak formed an uneasy and brief alliance with him against He-Man and She-Ra. Skeletor's aggravation grew exponentially worse when he discovered He-Man had a heroic sister with amazing abilities.

Skeletor continued to cross paths with Hordak from time to time during the POP series, and though he had once been his pupil, Skeletor often bested his mentor during their confrontations. Skeletor even tried to steal the Velvet Glove from Hordak and use it to conquer the universe.

1985 FILMATION MOTU/POP ANIMATED CHRISTMAS SPECIAL

Continuing from the Filmation canons, Skeletor was depicted in the animated Christmas special serving Horde Prime. It seemed that Skeletor's former alliance with the Evil Horde made him in some way answerable to the Horde ruler—or Skeletor simply feared Horde Prime and didn't want to make an enemy of him.

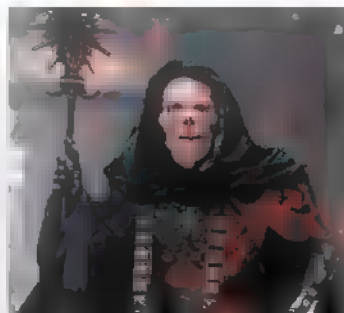


When Skeletor kidnapped two Earth children and a Manchine puppy in an attempt to stop Christmas from reaching Eternia, the spirit of Christmas affected Skeletor's behavior and brought out his unseen softer side. He not only saved the Earthling children but betrayed and attacked Horde Prime. He displayed an uncharacteristic smile while carrying the Manchine puppy, Relay.

1986 MARVEL STAR MOTU COMICS

The Marvel Star comics began with Skeletor using his Terror Claws to enter Castle Grayskull when the Horde arrived on Eternia. Hordak gained the upper hand when Skeletor had a moment of doubt.

The final comics introduced an alternate timeline where Prince Adam lost his Power Sword in a temporal portal to the future. With no He-Man to oppose him, Skeletor conquered Eternia and sealed Etheria away. He met his final fate when He-Man reappeared, and the two battled as Castle Grayskull fell on them.



1987 MOTU FILM

The live-action film created an entirely new design for Skeletor. He wore a long, dark hooded robe that covered his body, along with intricate silver accessories and a mix of sword and technological equipment. His face displayed a white-skinned, skeletal appearance to give the actor freedom of facial expression while retaining the appearance of a skull.

In the film, Skeletor succeeded in conquering Eternia, taking Castle Grayskull, and capturing the Sorceress. He used powerful magic, and even painfully vaporized his own minion Saurod. Skeletor believed his destiny was to take control of Castle Grayskull and transfer the power of the universe to himself. Skeletor forced a captured He-Man to witness his ascension to godhood, when the Great Eye of the Galaxy opened and he absorbed the power of the universe, turning into a warrior-god covered in solid gold. Finally wielding the Power of Grayskull, Skeletor was thwarted by He-Man when his adversary destroyed the Havoc Staff, returning him to his mortal form. In a final attempt to kill He-Man, Skeletor himself was thrown into the deep pits of Grayskull, and Eternia celebrated his defeat. In a hidden scene following the end credits, it was revealed that Skeletor had survived the fall and declared he would be back.

1987 GERMAN EHAPA MOTU COMICS

The Ehapa comics depicted Skeletor as one of the planet's most powerful sorcerers and displayed a strong rivalry between himself, Hordak, and King Hiss for the throne of Eternia. Though he despised the others, Skeletor would team up with them when he saw a chance to conquer the planet.



1987 ITALIAN MAGIC BOY MAGAZINES

Skeletor showed a more sporting side in the *Magic Boy* magazines. In one instance, Evil-Lyn claimed that she could defeat He-Man if given the opportunity. Skeletor proposed a wager: If she defeated He-Man, she could take Skeletor's place as ruler of the Evil Warriors. However, if she lost, she would have to be Skeletor's maid for an entire month.

In later adventures, Skeletor went into the future after being severely injured by a direct blast of energy from He-Man's Power Sword. The villain healed himself by absorbing the great evil energies of Moon Norder, which he claimed now ran through his veins. Skeletor's power upgrade infused him with bionic components, made him impervious to blasts from He-Man's sword, and allowed him to fire devastating energy beams from his eye sockets. Despite these newfound powers, Skeletor bitterly blamed He-Man for his

1986 UK MOTU COMIC MAGAZINES

Skeletor was an intergalactic tyrant summoned by Horde Prime to the world of Academica, where Hordak taught him the ways of the Evil Horde. He proved to be a valuable asset, conquering many worlds by himself. Skeletor longed to enter the Dark Dimension and harness its forbidden powers. Believing his pupil had become too ambitious, Hordak engaged in a brief skirmish with Skeletor, after which Skeletor was deemed worthy to enter the Dark Dimension by Horde Prime. After spending some time there mastering the black arts, Skeletor returned, determined to conquer the entire universe.

After stranding Hordak on a desolate moon, Skeletor was sent to Eternia by Horde Prime to destroy the Mystic Wall. He spent thousands of years focusing a concentrated beam of evil energy at the wall. On the day Prince Adam first transformed into He-Man, Castle Grayskull drew energy from the Mystic Wall, weakening it and allowing Skeletor to gain access to Eternia. After his first defeat by He-Man, Skeletor located an ancient evil fortress on Eternia—Snake Mountain—which he took as his own and later rebuilt to improve its defenses. From within his stronghold, Skeletor summoned spirits and demons, hoping to use their power to conquer his foes.



1986 UK TWINS OF POWER MAGAZINE

For a brief time, Skeletor was placed in charge of the Evil Horde by Horde Prime in the *Twins of Power* comic magazine. He succeeded in overpowering the Great Rebellion and retrieved one half of the Evil Sword. Although he was subservient to Horde Prime, he planned to eventually betray and overthrow him.

SKELETOR



disfigurement and hated the fact that He-Man remained fully human while he became "a bionic dump of electronic cables and burned bones!"

Still desperately craving the Power of Grayskull, which was now housed in the *Starship Eternia*, Skeletor swiftly took command of Brakk and his Mutant army in a bid to claim the power for himself.

Skeletor was once nearly killed by Captain Darius, who blew up Skeletor's shuttle pod. However, the

villain, who was burned to a completely skeletal state, survived. Upon revealing that he'd survived the attack, the living skeleton intoned, "Nothing can kill me . . . because I am the walking dead." Skeletor later rebuilt his body and returned to plague He-Man and the Galactic Guardians.

1989 HE-MAN MINICOMICS

After Skeletor was badly injured in the explosive burst of power surrounding Prince Adam's transformation into He-Man, the villain boarded a shuttle pod aboard the *Starship Eternia* and escaped into the far future via a Laser Gate. In a desperate effort to heal his grave injuries, Skeletor enhanced his body with cybernetic parts. In addition to his bionic upgrade, Skeletor donned new armor and wielded a transformed version of his infamous Havoc Staff.



Skeletor later encountered Flogg, leader of the Mutants. Upon seeing Skeletor, the evil Flogg demanded that the skull-faced villain kneel before him. The Overlord of Evil did not allow Flogg to finish his sentence and hit the Mutant with a powerful blast from his Skull Staff. A humbled Flogg swiftly bent his knee to his new master.

1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES

Ignoring the events set forth in the 1989 minicomics, the *New Adventures of He-Man* animated series set up the new futuristic setting in a different way. When Hydron and Flipshot traveled to Eternia's past seeking the hero of legend, Skeletor tricked his way into the future, and then resumed his plans to defeat He-Man and conquer the universe.

This animated Skeletor had eyeballs, and his skull face was more expressive than that of his previous animated incarnation. He engaged in more humor and manipulation than combat and violence.

Allying himself with Flogg and the Mutants, who were already in the midst of attempting to overthrow the Tri-Solar System, Skeletor served as Flogg's



second in command. Taking advantage of Flogg's low intelligence, Skeletor often manipulated him. He forcefully proposed numerous schemes to Flogg but despised playing Flogg's lackey. Flogg was aware of who was really in charge and grew increasingly wary of Skeletor's antics as Skeletor slowly moved into a position of absolute power.

When the Mutants encountered the wizard Ramlin, Skeletor

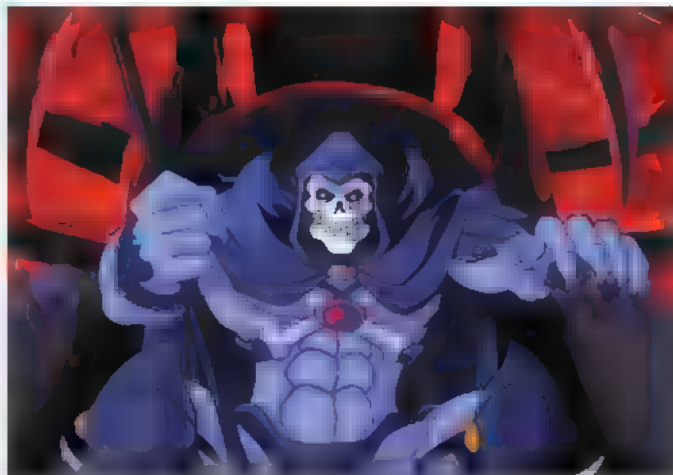
was uncharacteristically frightened of someone more powerful than himself. Apologizing to the wizard, he made a quick escape, establishing that the pair already knew each other.

Not long after journeying to the future, Skeletor gained the power of the crystal on Nordor, and it was hinted that the crystal controlled Skeletor to some extent. He went through several incarnations during the *New Adventures* series to coincide with the toy versions.

At the end of the series, Skeletor and his ally Crida were banished into the depths of outer space.

2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES

The MYP animated series drew upon the Keldor concept first introduced in the minicomic *The Search for Keldor*. His origins were hinted at and elaborated upon in several episodes. Years ago, Keldor was a blue-skinned warlord who attempted to conquer Eternia's Light Hemisphere by attacking the Hall of Wisdom, the seat of the Eternian Elders' power. During a battle at the Hall of Wisdom against Captain Randor, Keldor threw a vial of acid at his adversary, which Randor deflected back at Keldor himself, burning his face. Mortally wounded, he was taken by Evil-Lyn to a former sanctuary of the Horde, where Hordak, speaking to him from Despondos, saved his life and transformed him into Skeletor in exchange for future repayment.



Banished to the Dark Hemisphere and imprisoned by the Mystic Wall, Skeletor and his Evil Warriors resided in Snake Mountain for almost sixteen years awaiting their chance to return. Eventually, Skeletor broke down the Mystic Wall and returned for revenge. He almost succeeded in killing King Randor, before He-Man appeared and defeated him.

Though Skeletor's magic was primarily destructive in nature, he did have some restorative powers as well and used them to save the lives of some of his minions. He also displayed incredible speed, agility, and swordsmanship, wielding his twin-bladed sword in combat.

Upon Skeletor's return, he sought vengeance against the Council of Elders. He eventually realized Castle Grayskull held the power he sought. Attracted by the promise of wealth and power, many outcasts, mercenaries, and villains were drawn into Skeletor's service, and he formed the Council of Evil to further his ambitions of conquering Eternia.

He tried on occasion to divide tribes and nations for his own gain. He sought artifacts and ancient powers to increase his own abilities. He consumed Ambrosia from the Andreenids to increase his own powers, not realizing it was toxic. He later increased his powers to He-Man's levels when he took the Legacy Stones from Anwat Gar. His own arrogance often caused his downfall.



Skeletor even once held his own in sword combat against He-Man and King Randor. For the first time ever, Skeletor battled He-Man to a draw.

As the series drew to a close, Skeletor was temporarily defeated by King Hssss and Zodak. Although his role was diminished toward the end of the series, Skeletor remained a deadly force to be reckoned with.

TRIVIA: The show's creators always intended Keldor and Randor to be half brothers and would have established it later in the series. Keldor's DVD biography later revealed the familial tie to Randor.



2002 MVMCREATIONS MOTU COMICS

Filling in some gaps in the backstory presented by the MYP animated series, the MVMCreations comics established that as Keldor, Skeletor had recruited many of his Evil Warriors before launching his fateful attack on the Hall of Wisdom. Further, he had traveled into Eternia's ancient past to obtain the Havoc Staff from the Faceless One

and brought the Faceless One's daughter, Evil-Lyn, forward in time, though he did not raise her and they only met again many years later. A romantic relationship was implied between Keldor/Skeletor and Evil-Lyn.



When Randor found Keldor standing over the murdered form of Randor's mother, the queen, and professing it had been an accident, he banished his brother from Eternos.

An outcast, Keldor wandered Eternia, dwelling on his brother's betrayal and the loss of his birthright. He acquired a double-bladed sword that could be split in two and used with one half in each hand. Drawn by a supernatural force, Keldor discovered Hordak's ancient temple, where the spirit of Hordak appeared and offered to teach him the dark arts. Although Hordak sent him to obtain the Havoc Staff from the Faceless One, Keldor decided its power made him strong enough to leave Hordak's service and shape his own destiny. Keldor and Evil-Lyn, the Faceless One's adult daughter, met, fell in love, and were secretly married.

After being mortally wounded in combat against his brother, Keldor was taken by Beast Man and Evil-Lyn back to Hordak's temple. Created by the Spirit of Hordak, Skeletor was born out of a merging of the wounded Prince Keldor and a chaotic demon from Despondos, Demo-Man. Assuming control of Keldor's army, Skeletor sought the throne of Eternia. The transformation obliterated Keldor's love for Evil-Lyn, which earned him her ire, although she still chose to remain with him.

Over many years, Skeletor fought to conquer Eternia and obtain the Power of Grayskull. He fought in the First and Second Ultimate Battlegrounds and successfully acquired the throne for a time, framing He-Man for the murder of King Randor.

During the Second Ultimate Battleground, Skeletor used a spell to drain Hordak's essence. With his life fading away, Hordak dealt a near-fatal blow to Skeletor, forcing him to absorb the Techno-Organic Virus from the Bionatops and transform into a cyborg infused with Hordak's power. He left the planet to command the Space Mutants, intent on conquering the Horde Empire and the whole of the universe.



2008 MOTU CLASSICS

Establishing yet another origin for Skeletor, the Classics canon blended elements from previous media with new concepts. Prince Keldor was the son of King Miro, half brother of Prince Randor, and rightful heir to the throne of Eternia, despite his controversial half-Gar and half-human heritage. The brothers completed a successful campaign during the Great Unrest, but a vengeful Count Marzo banished Miro to Despondos, leaving

Eternia without a king. The citizens of Eternia, influenced by an outside force and long-held racism, would not accept the half-Gar prince as their ruler. When Randor found Keldor standing over the murdered form of Randor's mother, the queen, and professing it had been an accident, he banished his brother from Eternos.

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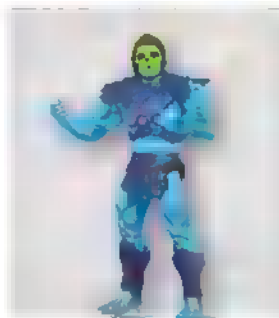
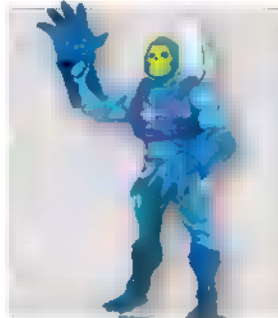
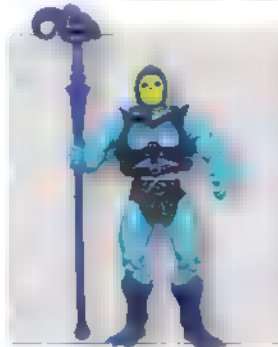
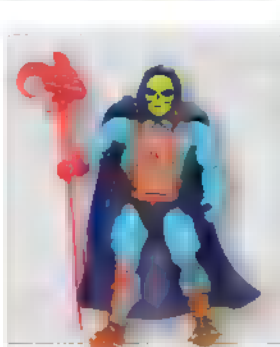
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Skeletor spent five years battling He-Man, She-Ra, and the Galactic Protectors until the devastating Battle of Fetra IV forced him to join forces with them against Horde Prime. During the battle, He-Man and Skeletor were transported by the Key Controller to Trolla. There, they fought what they believed was their final battle at the Temple of Power. Calling on the Power of Grayskull, He-Man at last broke the spell that had kept Skeletor alive, splitting him into the separate individuals of Keldor and Demo-Man. Before dying, Keldor wished his nephew well.

Later, a mindless Skeletor was resurrected by the Cosmic Enforcers and the Horde

SKELETOR



warrior-queen, Despara, using a mysterious staff. When He-Man informed Despara that Skeletor had killed Hordak, the man she believed to be her father, she decapitated the zombified Skeletor.

Skeletor would appear on Eternia again when the Unnamed One, during the Third Ultimate Battleground, used a spell to summon the greatest villains of all time to fight at his side.

After Despara decapitated Skeletor's zombified body, ■ was taken by Skelcons who placed ■ in a temple. An obsessed Skeleteen convinced Evil-Lyn and Beast Man to help him find Skeletor's remains. They eventually brought his corpse to the cave where Keldor's mother, Saryn, died. There, they used the Havoc Staff and Saryn's enchanted blood to resurrect the villain. This unnatural act triggered a magical anomaly called the Reawakening, which brought many deceased heroes and villains back to life. Restored to his original state, Keldor feigned remorse for past misdeeds and orchestrated the mystical rebirth of Castle Grayskull. Keldor attempted to seize Grayskull's magic, but was defeated by King He-Man. Ruing his loss and craving the power he once possessed, Keldor willingly used profane magic to transform himself back into Skeletor.

2012 DC MOTU COMICS

The 2012 DC comics provided a variation on the Keldor/Skeletor backstory. The bastard firstborn son of King Miro, Keldor was born on the island of Anwat Gar to his Gar mother, Saryn. Keldor grew up in the Royal Palace and became the chief adviser to his younger half brother, Randor. During their childhood, the Horde attempted to kidnap Randor, but Keldor thwarted them. Sometime later he became Hordak's pupil. As he grew older, he became bitter about society's prejudice toward his Gar race, and under the growing influence of Hordak, he believed that he should be the true king of Eternia. Keldor acted as a mentor to his nephew Adam while also manipulating him. Ultimately, Keldor was mortally wounded when he attempted to take over the kingdom. He acquired the blood of Randor and delivered it to Hordak. For this, Hordak saved Keldor's life and in the process turned him into Skeletor.

Skeletor spent five years in the service of Hordak as his Force Commander. He was trying to find the Crystal Castle during that time to destroy it as the beacon of hope for the Rebellion, but he didn't succeed. Later, however, he was able to use his magic to create an eclipse of the three moons so that Castle Bright Moon's powers were gone and Queen Angella was defeated.

Hordak tasked him then to venture eighteen years into Eternia's past and kidnap Adora as a baby. Skeletor was surprised to learn of Adam's twin sister, but when Hordak gave Skeletor the Havoc Staff for this job, the Ram Skull's magic revealed Skeletor's future and Hordak's past, where Skeletor successfully brought Adora back through the Well of Darkness to Despondos. In the

vision of these events, Skeletor developed a romantic relationship with Shadow Weaver and the two raised Adora as if she were their own child. Skeletor also was seen in another vision delving into dark arts conjuring an image of the Havoc Staff. In another vision revealed by the staff, Skeletor was transformed into a monstrous demon with a forked tail, cloven feet, and the Ram Skull in place of his own head. In this form he fought Hordak but was ultimately killed, his severed head becoming the Havoc Staff's Ram Skull.

With the knowledge received through these visions, Skeletor chose differently and opposed Hordak's command. He went alone to Eternia, where he faced off against Prince Adam on the verge of his first-ever transformation into He-Man. In the fractured timeline Adora remained in the hands of Shadow Weaver and Hordak. Since Skeletor used time travel to undo his fate, he created a complicated time paradox where past events both did and did not occur.

In modern times, Skeletor used the Skull of Power to manipulate reality and establish himself as ruler of Eternia by wiping the heroes' memories, so they had no recollection of their true identities as Eternia's defenders. He tortured and killed the Sorceress. He was eventually undone when Prince Adam recovered his memories and the Sword of Power, resuming the identity of He-Man. With the proper reality restored, Skeletor barely survived He-Man's sword attacks. Skeletor's Havoc Staff was broken and his own jaw was destroyed. Skeletor escaped and was forced to become ■ minion of the possessed Orko in another dimension. Orko used his magic to merge Skeletor with the broken Havoc Staff's power.

Skeletor was later found on Earth attempting to siphon the almost-untapped magical energies of the planet. He was again defeated by the combined forces of the Eternian and Earth heroes, and in his struggle with Orko, the Trollan stripped away the Havoc Staff's power from Skeletor.

He was cast away by John Constantine, but because Skeletor had obtained the Eye of Chaos, he was able to travel through parallel dimensions and witness

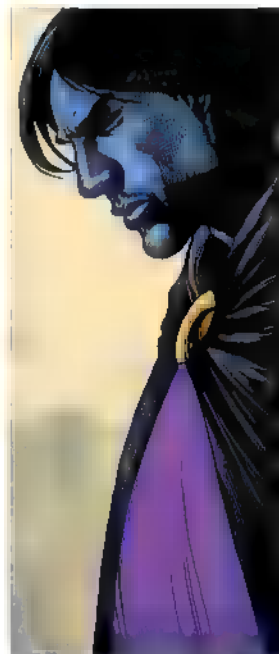


IMAGE COURTESY OF DC COMICS



IMAGE COURTESY OF DC COMICS

several versions of himself battling He-Man. Skeletor realized he would never defeat He-Man and sought to change his ways. Frail and wounded, Skeletor convinced She-Ra to heal him and teamed up with her to travel to Despondos to search for a way to defeat Hordak and create a more favorable timeline for himself. Revealing his true nature, Skeletor betrayed She-Ra and manipulated her to release all the trapped souls.

When his minions infiltrated the Horde, Skeletor was able to turn Hordak's power against him, killing the Horde leader. He later absorbed Hordak's powers through a painful blood transfusion. Now the Master of Death, he was twelve feet tall and equipped with new armor. His hands boasted

long Terror Claws; his breastplate featured a ram's skull, and in its open mouth, the energy of dead souls streamed in and out of his body.

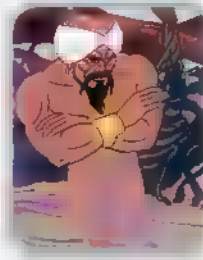
Yet with all this new power, Skeletor was still destined to fall at He-Man's hand. He was finally killed, but Evil-Lyn took his corpse back to Anwat Gar and the cave where his mother, Saryn, had dwelled. There, in an everlasting pool of his mother's blood, Skeletor was reincarnated into something Evil-Lyn could only describe as glorious.

DISGUISES



AMBASSADOR THERIN: This was Skeletor's disguise to gain access to the Royal Palace. Representing the kingdom of Eastfen, Ambassador Therin wore a long brown cloak with an impressive purple collar. Therin had a long mustache and a tall hat that obscured his eyes, which lacked pupils.

1983 | Filmation MOTU Animated Series



GENIE: This was a disguise used by Skeletor in order to trick Orko into leaving Eternia. Although the Genie retained much of Skeletor's vocal tones, he did attempt to disguise his voice. When Zoar rescued Orko, it was revealed that Skeletor's disguise was merely a costume, not a magical transformation of form.

1983 | Filmation MOTU Animated Series

REK TELOS: Skeletor once disguised himself as a factory owner who polluted Pramus's atmosphere with noxious chemicals. As Rek Telos, he wore a human mask and a Victorian frock coat and vest.

1987 | Italian Magic Boy Magazines

SKY HIGH

Heroic Airship Adventurer

Darid

Masters of the Universe

Jetpack wings convert to staff

Piloting

2008 MOTU CLASSICS

Darid, a former palace guard serving under Teela, was Man-At-Arms' ace test pilot for his inventions. Cocky and brave, Darid earned the nickname "Sky High" because of his willingness to push every test vehicle to its limits and helped upgrade ships like the Wind Raider and the Jet Sled for greater speed and smoother landings. He fought in the Second Ultimate Battleground, leading a squadron of Blaster Hawks into battle against Horde Boa Jets and the new Snake Strike Squad of King Hssss. Later, he flew a Jet Sled during the Third Ultimate Battleground.

TRIVIA: Sky High first appeared as an unnamed heroic Wind Raider pilot on a 1980s poster painted by William George.



SLAM-AR

Brute strength

1986 UK POP
COMIC MAGAZINES

Slam-Ar was one of a trio of bounty hunters led by Ponder. He was dull witted but very strong.



SLARTI



1985 FILMATION POP ANIMATED SERIES

The small, baboon-like demon Slarti was the obedient servant and messenger of the evil wizard Nazghal. He possessed very little intelligence and often bore the wrath of his master.

SLAVEMASTER

SLAVEMASTER

VEHICLE

Hover chair

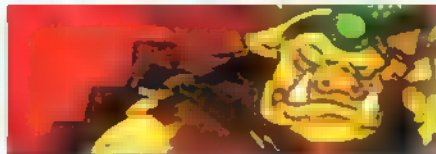


1983 FILMATION MOTU ANIMATED SERIES

The Slavemaster was a cruel being who traveled from planet to planet, overpowering his victims and enslaving them to mine precious minerals. Seated

upon an armored hover chair and relying on his robot henchman, Jawbreaker, he had very little physical presence. He displayed few emotions and was driven by greed.

SLOB BOAR



Skeleteen's Evil Warriors

2008 MOTU CLASSICS

The pig-like Slob Boar was one of the Evil Warriors assembled by Skeleteen and Evil-Lyn on the Moon of Droom. He fought in the Third Ultimate Battleground with Skeleteen's forces.

SLUDGEMAN

AFFILIATION

Evil Horde



1985 FILMATION POP ANIMATED SERIES

Sludgeman was a vile captain of the Evil Horde who oversaw the Nucleon mines. His body was entirely made of sludge. He was unafraid to speak his mind to Hordak.

SLUSH HEAD

Scaly Goon Squad Thug

Kalamarr

Evil Mutants
Space Mutants
Maayres

Trident spear gun
Saber axe
Energy staff

Crushing opponents with mechanical tentacles

1984 UK WORLD MOTU ANNUALS

From Denebria's Quagmi Swamp came Kalamarr, a grotesque Mutant who kept his head encased in a glass bubble filled with the foulest waters from his homeland.

1987 GERMAN EHAPA MOTU COMICS

The Ehapa comics presented an entirely different backstory and depiction for Kalamarr. A Maayre from the planet Morr, Kalamarr was part of his home world's upper class until he attempted to rob the state treasury. Sentenced to death, he was freed by his family and escaped in a shuttle. He joined the Mutants, putting his navigational and astronomic skills to good use.



1989 HE-MAN MINICOMICS

As in other media, the slimy Space Mutant called Slush Head was a follower of the evil Flogg in the minicomics. His head was encased in a glass dome which was filled with disgusting water which presumably came from his home, the Quagmi Swamp. Slush Head had mechanical tentacles attached to his body. The tentacles ended in vise-like pincers which could crush opponents and lift them into the air. Slush Head had an adversarial relationship with fellow Mutant Optikk, and the two often traded insults with each other. While Slush Head may not have been the most intelligent Mutant, he was a dangerous combatant.

1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES

One of Flogg's top lieutenants, Slush Head was the copilot of the Mutant Mothership. While a capable warrior, he was quite dimwitted, often failing to understand Skeletor's schemes and bungling his orders. His simple-minded nature often earned Flogg's ire. Despite his low intelligence, he was fiercely



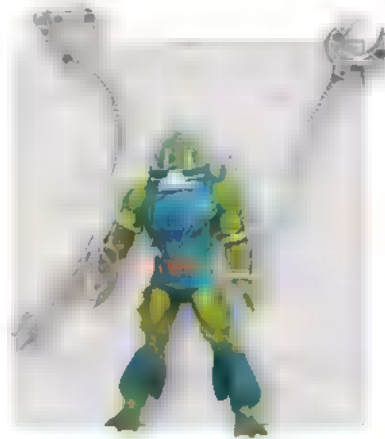
loyal to Flogg and frequently served as his primary field commander.

Slush Head was not as ruthless as his fellow Mutants. He viewed combat as fun and would gleefully sing to himself as he piloted his shuttle pod into battle. He was engaged to another member of his species named Felca, and the two eventually married in a grand ceremony at the Quagmi Swamp.

Slush Head's weapon of choice was a laser rifle which also functioned as an axe. He had two mechanical tentacles which he used in battle to grab or disarm his opponents.

2008 MOTU CLASSICS

The Classics canon added a little to Slush Head's backstory. Kalamarr routinely served time in the Prison Starr space station throughout his youth. On the verge of repentance, he heard the newly arrived Skeletor's promise of great rewards for joining his coup against the Horde Empire and volunteered. Encasing his head in a glass dome filled with foul swamp water, Kalamarr earned the nickname "Slush Head."



SMUDGE

AFFILIATION

Widgets



1983 FILMATION MOTU ANIMATED SERIES

Chief guard of the Widgets' Coridite reactor, Smudge was somewhat gullible and simple minded. He became addicted to gambling during an encounter with the villainous Melbrag.

Snake Face

TITLES

Most Gruesome of the Snake Men Warriors

OTHER NAMES

Cyltho Ssstavve

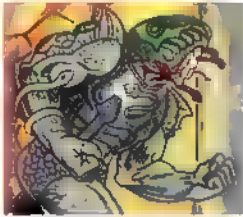
Snake staff

AFFILIATION

Snake Men

SPECIAL ABILITIES

Gaze turns enemies to stone



1983 MOTU MINICOMICS

According to the minicomics, Snake Face was imprisoned by the Elders long ago in the Void alongside his fellow Snake Men. He was released when King Hiss combined his power with that of Viper Tower to summon both Snake Face and Sssqueeze from their imprisonment.

Other than King Hiss himself, Snake Face was perhaps the most monstrous and power-

ful of the Snake Men, for the heinous creature's gaze could turn men to stone. When confronted by an enemy, Snake Face underwent a grotesque change: small red snakes emerged from his eyes and neck. When the intended victim gazed upon this gruesome display, they were instantly turned to stone. Snake Face's allies, and even Snake Face himself, were not immune to the stony gaze. For example, if Snake Face looked at his own reflection, he would be turned to stone. He-Man's Sword of Power could deflect the effects of Snake Face's gaze. Skeletor also seemingly possessed magic to counteract the statue state of Snake Face's victims. He once used his Havoc Staff to release the hero Rotar from Snake Face's rocky prison.

1984 UK WORLD MOTU ANNUALS

In the World annuals, Snake Face was portrayed as quiet and timid, but this impression was deceiving. He was one of the Snake Men's most skilled warriors, highly proficient with a variety of weapons.



1986 MARVEL STAR MOTU COMICS

In the Marvel Star comics Snake Face allied himself with Hordak and aided him in an attack on the Royal Palace. He used his abilities to transform everyone in the Royal Palace to stone. Snake Face was

arrogant and felt no threat from any foe. Eventually he was turned to stone when the Sword of Power turned his abilities against him.

2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES

When the Snake Men emerged, Snake Face used his special gorgon-like ability to turn Clawful, Whiplash, Tri-Klops, and Mer-Man to stone with his grotesque stare from snakes that emerged from his head, eyes, and mouth. Snake Face was later defeated by He-Man, who used his Sword of Power to reflect the villain's frightening gaze back on himself, turning him to stone. His petrified body was kept locked in an Eternian prison.

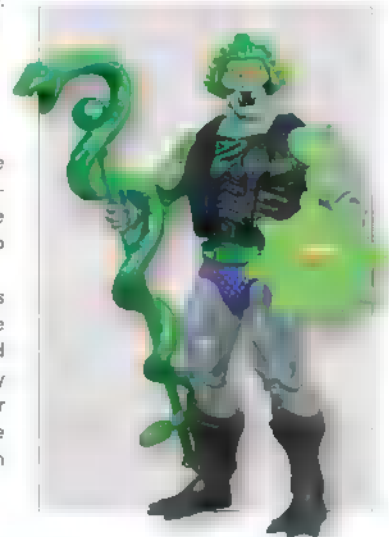


TRIVIA: In a script for the cartoon's unreleased fortieth episode, Snake Face's body was stolen and brought to Snake Mountain by the Evil Warriors.

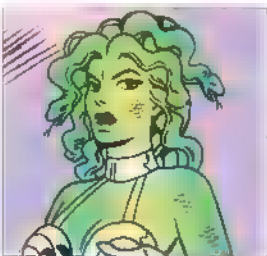
2008 MOTU CLASSICS

Snake Face was a minor training officer named Cyltho Ssstavve in the Serpent Army of the Unnamed One. The Great Black Wizard enchanted him with the power to turn his enemies to stone. An impressed King Hssss brought Snake Face into his inner circle as his own second in command during the Great Wars against King Grayskull. Zadak and the Council of Elders trapped Snake Face and the other Snake Men inside the Void. They escaped five thousand years later with the help of Kobra Khan and Evil-Lyn.

Snake Face fought King Hssss's new enemies, the Masters of the Universe, and eventually joined forces with the Horde when they returned to Eternia. During their final conflict in the Second Ultimate Battleground, Snake Face fell in battle to Saurod.



Snake Goddess



Snake Men

1987 ITALIAN MAGIC BOY MAGAZINES

Arrogant and dismissive, the Medusa-like deity known as the Snake Goddess appeared when the Snake Men fought over the mystical Black Crystal of Power, which hatched from the Cosmic Egg and caused

it to explode. The Snake Goddess informed them that the Black Crystal's power was invoked too soon and that they were not yet ready to use it because they were still driven by personal desire and hatred. She explained that another Cosmic Egg would one day come, and it would ensure the enslavement of humans and the Snake Men's dominance on Eternia. An infuriated He-Man commanded the Snake Goddess to return to her dark dimension forever, a directive the Snake Goddess seemed to find amusing.

Snoob

Trollans

Sorcery



1983 FILMATION MOTU ANIMATED SERIES

Snoob was an arrogant young wizard who wished to replace Montork as head of the Trollan Academy of Magic. Allying himself with Whiplash, Snoob briefly claimed the position but changed his ways after realizing that Whiplash had evil intentions. He had large eyebrows and a prominent nose.

SNOUT SPOUT

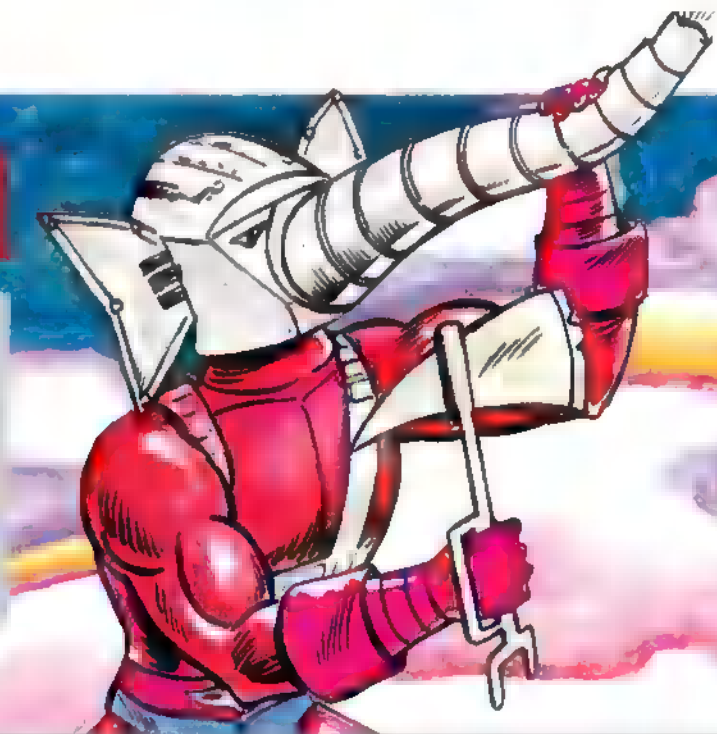
Heroic Water Blasting Firefighter

Jaxton
Hose Nose

Axe
Clamp

Heroic Warriors
Great Rebellion
Masters of the Universe
Evil Horde

Spewing water from trunk
Immunity to snake venom
Mechanical engineering
Superhuman hearing



1983 MOTU MINICOMICS

Snout Spout was Eternia's brave and heroic firefighter. While he may have lacked self-esteem at times, he was a loyal hero with an amazing ability: Snout Spout could spray powerful water blasts from his mechanical trunk. He was even capable of spraying enough water to douse a massive magical storm created by Skeletor. When Snout Spout concentrated these water blasts, he could easily knock even the mightiest opponents to the ground in one shot.

Snout Spout's appearance was somewhat unusual in that he had a mechanical elephant head. His appearance was nev-

er explained in the minicomics, though it is likely that he was some manner of cyborg.

1984 UK WORLD MOTU ANNUALS

Building on his portrayal and origins as depicted in the UK comics, the World annuals stated that Snout Spout's best friend was Orko, who helped train him to be a firefighter.



1984 GERMAN MOTU AUDIO PLAYS

The German audio plays presented Snout Spout as a space-traveling alien. He and his friend Extendar arrived on Eternia when their spacecraft crashed there. Mistaking He-Man's attempts to help as hostile, they fled the wreckage and came into contact with King Hiss and Skeletor, who tricked them into believing that He-Man was evil. After discovering the deception, the pair defected to the Heroic Warriors.

Snout Spout was immune to snake venom and proved to be a highly skilled technician, building a machine from the remains of his spacecraft to allow He-Man and others to enter the Hyperspace Dimension.

1985 FILMATION POP ANIMATED SERIES

Hose Nose was an ally of the Great Rebellion who lived by a river on Etheria. He stored water in canisters on his back and used the trunk of his elephant-like head to spray powerful water jets at anything or anyone in his path. At some



point, Hose Nose befriended Prince Adam and relocated to Eternia, for he was seen on a later occasion visiting Etheria from Eternia alongside the prince. By this time, he was now using the name "Snout Spout."

TRIVIA: An unproduced episode of the POP series would have established Hose Nose as being one of an entire race of similar creatures called the Hosers.

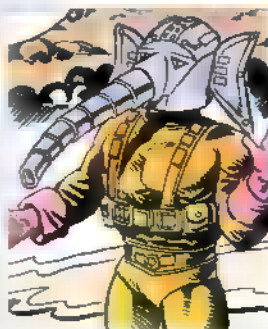
1986 MARVEL STAR MOTU COMICS

Snout Spout was a former Eternian firefighter and one of the bravest Heroic Warriors. Using his trunk, he could fire water from the canisters located on his back. He also used his trunk to follow a scent, and his ears could pick up noises from a great distance. He often teamed up with Rio Blast, and the pair fought side by side, verbally sparring with one another as they did. Snout Spout was not a fan of Rio Blast's breath after he had eaten a chilipanio pepper.



1986 UK MOTU COMIC MAGAZINES

The UK comics offered a tragic backstory for the heroic firefighter. Snout Spout was once a handsome Etherian peasant who was captured and experimented on by the Evil Horde. Now a strange-looking cyborg under Hordak's mind control, Snout Spout was intended to serve the Horde but managed to break free of the mind control and escape from the Fright Zone. He traveled to Eternia, where he joined the Heroic Warriors, determined to take revenge on Hordak and find a way of returning to his human form.



Snout Spout's lack of self-esteem and confidence was emphasized; he failed to acknowledge his own contributions to battles and felt ashamed of his strange

appearance, convinced that the other heroes were laughing at him behind his back. But his friends and battle comrades were quick to remind him of his true heroism and his importance to the Heroic Warriors.

Snout Spout was often shown using environmental conditions to convert his water jets to ice or steam, which he would use for a variety of purposes. Some time after he joined the Heroic Warriors, Snout Spout's abilities were enhanced by modifications made to his metal head by Man-At-Arms. These enabled him to extend his trunk and use it as a weapon in itself and gave him the power of superhuman hearing.



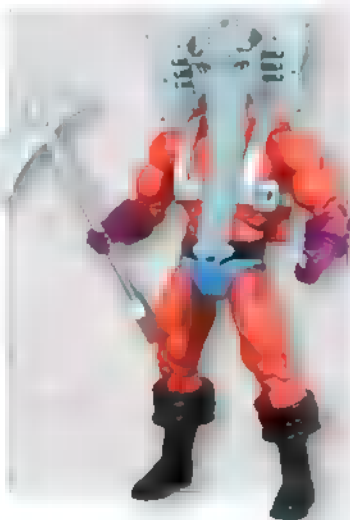
1987 GERMAN EHAPA MOTU COMICS

Snout Spout was originally a farmer who fell into Hordak's hands. The leader of the Evil Horde turned him into an elephant-headed warrior, but Snout Spout escaped and joined the Heroic Defenders. Although a good friend, Snout Spout suffered from what he saw as a disfigurement. His greatest wish was to become a normal-looking human again. His backpack contained water that he could shoot out of his large trunk. While Snout Spout could use the water as a powerful weapon

and even control whether it was hot or cold, the water could also be consumed by thirsty allies.

2008 MOTU CLASSICS

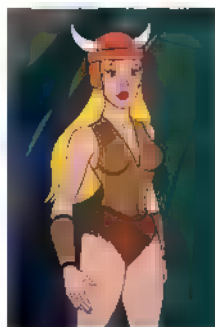
The Classics canon added only a few different details to Snout Spout's character. Originally an Etherian athlete named Jaxton, he was captured by the Horde and put into Hordak's Experimentation Matrix along with Extendar and Dragstor. Snout Spout came to Eternia as part of Hordak's invading army, but he escaped and joined the Renegade Masters of the Universe opposing the Horde. He later fought alongside other Etherians against the Horde in the Second Ultimate Battleground.



SNOW QUEEN

1983 GOLDEN MOTU BOOKS

The Snow Queen ruled a kingdom in a frigid region of Eternia from her palace, the Crystal Castle (not to be confused with the Crystal Castle on Etheria).



Creating freezing temperatures
Projecting blasts of ice

1983 FILMATION MOTU ANIMATED SERIES

The young and excitable daughter of the Ice Lord, Snowflake could create freezing temperatures. She could freeze objects, project blasts of ice, and traverse the land on ice slides. She was weakened by warm temperatures and displayed bravery while being held captive by Skeletor.

SONGSTER



Guitar axe

Familiarity with Eternian lore

1987 POWER TOUR

Songster was a cosmic troubadour with a gift for song and storytelling. A walking encyclopedia of Eternian lore, Songster told tales of ancient legends through his music. He wore colorful, flamboyant garb and wielded a mystical instrument that served as both guitar and axe.

TRIVIA Songster was the singing narrator of the live-action *Power Tour*, a theatrical spectacular that toured the US. The character was also referenced in the final issue of the *Marvel Star Comics*, with a ballad presented in captions that closed with "From Songsters' Ballads of Greyskull [sic]." Nearly thirty years later, a character who strongly resembled Songster appeared in a *MOTU Classics* minicomic, where he entertained a group of children, including a young Adam and Teela, with a story telling the sad transformation of the heroic Prince Keldor into the villainous Skeletor.

SORCERER OF EVIL

Magic sword

Sorcery

1984 GERMAN MOTU AUDIO PLAYS

Originating from the world Darkplanet, the Sorcerer of Evil traveled to Eternia to assist in Skeletor's conquest, and together they orchestrated the siege of Castle Greyskull. He would have become invincible and his magic sword unbreakable once Eternia's sun had touched the horizon. When He-Man broke the Sorcerer's weapon, he was forced to leave Eternia for his own world.

SORCERESS

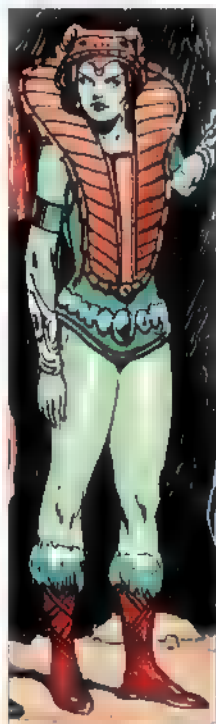
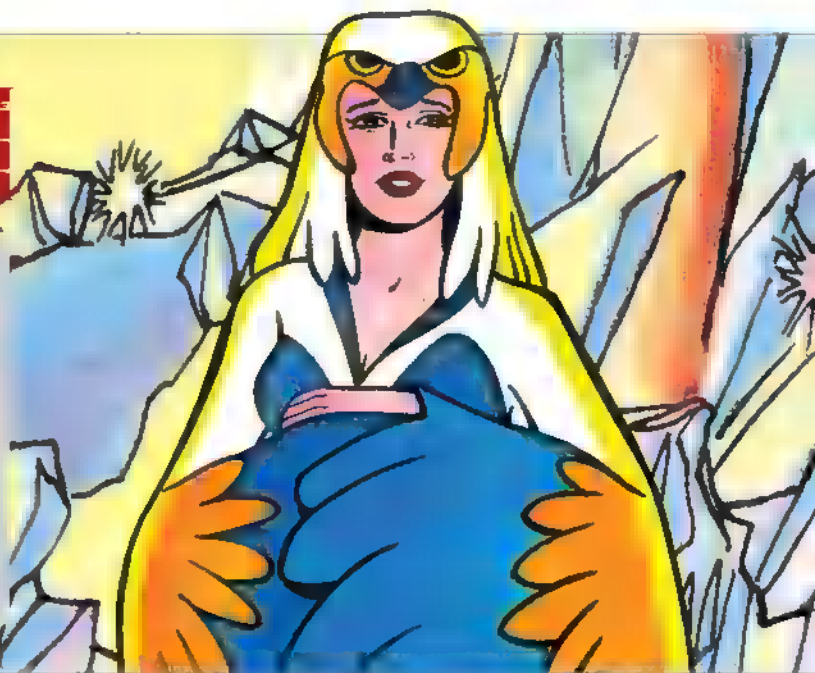
Heroic Guardian of Castle Grayskull
Sorceress of Grayskull

Teela Na
The Goddess
Zoar
Teela

Heroic Warriors
Masters of the Universe
Heroic Defenders

Staff

Sorcery
Transformation into a falcon
or eagle
Telepathy



1982 MOTU MINICOMICS

A powerful and mysterious mage, the Sorceress first appeared to He-Man in the form of a green-skinned woman with a cobra headpiece. When He-Man attempted to save her from an attack by an angry beast, she displayed great powers of her own. After the monster was defeated, she told He-Man that his strength and courage marked him as the legendary hero who would inherit the treasures she had guarded for years, including special armor, vehicles, and weaponry made by ancient scientists before the Great Wars. She instructed He-Man to use these things in defense of Castle Grayskull.

As a protector of the Sword of Power, the Sorceress used her powers to separate the two halves of the sword when they had been joined for evil purposes. Her mystical green glow matched that of the sword, implying a strong connection between herself and the weapon.

TRIVIA: Mark Taylor's original design for the Sorceress depicted her wearing a green leotard. In the first minicomic, *He-Man and the Power Sword*, this design was translated into the fully green-skinned Sorceress.

1982 DC MOTU MINICOMICS

In the second wave of minicomics, the Sorceress (frequently referred to as "the Goddess") was depicted as a Caucasian woman with a clear and direct connection to the magic of Castle Grayskull and the planet Eternia. When either was threatened, she would call upon He-Man to defend it. When not serving as Grayskull's sentinel, the Goddess enjoyed peaceful moments communing with the creatures of her home in Eternia's forests. The Goddess wielded a great many powers and was known to match Skeletor in magical duels.

When Skeletor trapped the Goddess in a mystic web, he channeled her power to create her infant duplicate, whom he intended to raise to do his own bidding. The child was saved from Skeletor by Man-At-Arms, and the Goddess instructed him to raise the child as his own daughter. Man-At-Arms agreed to do so and named the child Teela (after the Goddess's real name). Many years later, following Teela's ascension to adulthood, Skeletor forced the Goddess and Teela to battle one another. To defeat Skeletor, the Goddess and Teela

merged and became one single being. Following Skeletor's defeat, the Goddess quickly separated herself from Teela once again, declaring that the young woman had her own life to live.

TRIVIA: Mattel initially planned on two separate female action figures in the first wave of toys for the MOTU line but later chose to release Teela with the cobra staff and headpiece, effectively creating two figures in one.

1982 DC MOTU COMICS

In the 1982 DC comics, the Sorceress, referred to as "the Goddess," dwelled within the Cavern of Power. She watched over Eternia and the two halves of the Sword of Power. She appeared to He-Man, provided instruction upon the tasks he was required to complete, and was aided by her falcon, Zoar.

1983 FILMATION MOTU ANIMATED SERIES

In a complete departure from the minicomics, the Filmation animated series presented a wholly different backstory for the Sorceress. The peasant girl Teela Na was living in the peaceful village of Nowella when the Horde invaded. Managing to escape, she made her way through the wastelands and sought Castle Grayskull, of which she'd been told by an elderly villager. When at last she found the castle, the current Sorceress, Kuduk Ungol, offered Teela Na the power to defend her village in exchange for replacing her as Grayskull's guardian. In this role, Teela Na would also be required to watch over the Swords of Power and Protection until they were claimed.

Teela Na accepted the terms and was transformed into the Sorceress, gaining the ability to shape shift into the falcon Zoar. With her new powers, the Sorceress successfully repelled the Evil Horde.

Years later, after her husband died in battle defending Eternia, the Sorceress gave birth to her daughter Teela. Unable to look after her child while faced with the responsibility of guarding Grayskull, she asked Man-At-Arms to raise Teela as his own. Though parted from Teela, who was unaware of her heritage, the Sorceress shared a special bond with her and was able to reach out to her telepathically from time to time.

Generous and kind, the Sorceress protected the people of Eternia and the secrets of Grayskull loyally, asking for nothing in return. She resided within the castle alone, save for the Spirit of Grayskull, who acted as her occasional confidant.

Tremendously powerful, the Sorceress could cast spells, project blasts of



energy, communicate telepathically, create dimensional gates, teleport, and transform into the falcon Zoar, in the form of which she could leave the castle to warn the other heroes of impending danger. Only a select few knew that she and the falcon were one and the same. To maintain her human form outside of the castle, she could use the Crystal of Allenar, but her sorcery was strongest within the walls of Castle Grayskull.

The Sorceress was extensively familiar with Eternia's history and with the arcane. She fashioned He-Man's harness from Coridite.

1983 MOTU MINICOMICS

Though largely consistent with the portrayal presented in the Filmation series, the later minicomics established that the return of the Three Towers allowed the Sorceress to leave Castle Grayskull in human form. She no longer needed to transform into Zoar.



TRIVIA: The minicomics depicted several different color schemes for the Sorceress's clothing, including an all-white costume that was later used for a variant figure in the MOTU Classics toy line.



of evil and prompted the council to transform the Hall of Wisdom into the frightening Castle Grayskull. Centuries later, she would be serving her traditional role as the guardian of Grayskull.

1983 KID STUFF MOTU RECORDS

Similar to the earliest minicomics, the Kid Stuff records portrayed the Sorceress as a beautiful woman with snake-shaped armor and staff. She appeared to the Council of Elders at the Hall of Wisdom in Eternia's distant past, warning them of Skeletor's eventual arrival on Eternia. She also foretold He-Man's appearance to defend against the forces



1983 GOLDEN MOTU BOOKS

The Golden books' depiction of the Sorceress offered a few additional details. It was she who presented Prince Adam with the Sword of Power, allowing him to transform into He-Man. From within the walls of Castle Grayskull, she could use the Mystic Pool or Eye of Eternia to see what evil was taking place on the planet.

TRIVIA: The Sorceress did not appear in the first four Golden books. She was introduced alongside a second origin for He-Man that was more in line with the Filmation canon.

1984 UK WORLD MOTU ANNUALS

The World annuals' depiction of the Sorceress was mostly consistent with that of her Filmation characterization. Here, however, she started out resembling Teela in snake-shaped armor and carrying a spear-like magical staff. Eventually, she would be redesigned with the familiar bird-like costume.

1984 GERMAN MOTU AUDIO PLAYS

In the German audio plays, unlike other canons, the Sorceress was named Zoar whether in her eagle form or not and was also referred to as the Spirit of Grayskull. When communicating with He-Man and the other heroes, she rarely spoke plainly, instead giving them hints and clues and leaving the heroes to decipher her meaning. She originally appeared as a skull flanked by spearheads and surrounded by red mist, and only showed her face in a cloud when visited in her throne room. Later, she took on her true form as a beautiful woman. When in her eagle form, she retained her magic powers.

TRIVIA: In the earliest episodes, the Spirit of Grayskull had a skull-like face. This (as well as the face of the Sorceress shown in a cloud) was a result of the writer pulling information from older materials he was sent by Mattel.



1984 GERMAN INTERPART-CONDOR MOTU COMICS

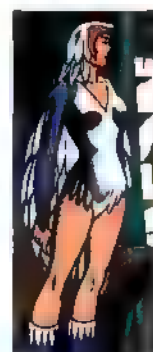
The Sorceress would alert Prince Adam to danger with telepathic messages that occasionally gave him tremendous headaches in the Condor comics. As an eagle (not a falcon), the Sorceress could only communicate with He-Man.

1985 FILMATION POP ANIMATED SERIES

Building on her characterization in the Filmation MOTU series, the Sorceress assigned Prince Adam the task of finding Adora and giving her the Sword of Protection to become She-Ra, Etheria's freedom fighter. Later, she served as a point of contact between the worlds of Eternia and Etheria. She could sense events that were unfolding on Etheria and occasionally sent aid to She-Ra and the Rebels.

1986 MARVEL STAR MOTU COMICS

The Marvel Star comics presented an alternate timeline without He-Man, in which the Sorceress was imprisoned



SORCERESS

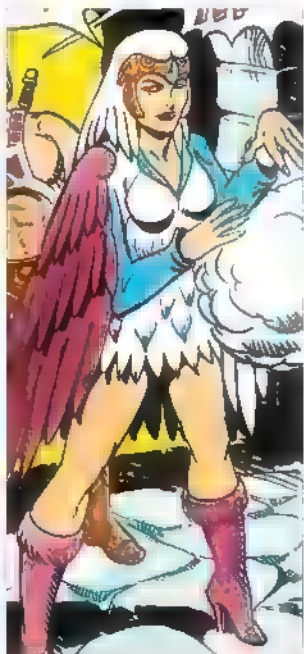
in Snake Mountain for thirty years. When she was finally freed by Prince Adam, she sacrificed her life to give him a chance to escape.

1986 MOTU NEWSPAPER STRIPS

The newspaper strips presented additional history for the Sorceress and the responsibilities she held. Since its creation eons ago, many had served as guardian of Castle Grayskull. Teela Na was fifteen years old when she first took the sacred vow to assume the mantle of Sorceress. She was required to renew this vow every five years at the full moon. Any who renewed the vow faithfully would be annihilated by the Power of Grayskull.



TRIVIA: Portraits of the Sorceress's predecessors in the role of Grayskull's guardian were displayed in the Hidden Hall of Grayskull and included both men and women.



Elders, and at these times would leave Grayskull to be guarded by He-Man and his comrades.

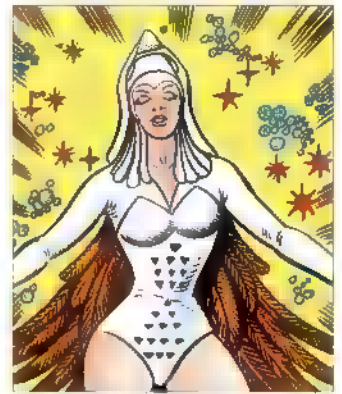
1986 UK TWINS OF POWER MAGAZINE

The UK *Twins of Power* comics established a link between the guardians of Castle Grayskull and the Crystal Castle. When his powers dwindled, Light Hope contacted the Sorceress and asked her to relay a message to She-Ra.

1987 GERMAN EHAPA MOTU COMICS

Consistent with the UK comics, the German Ehapa comics showed that the Sorceress was in ongoing contact with the Council of Elders, discussing the fate of Eternia.

TRIVIA: One of the Ehapa comics gave the Sorceress a radically different color scheme, with a brown headress instead of white.

**1989 HE-MAN MINICOMICS**

Continuing the Sorceress's story from earlier media, the *He-Man* minicomics saw her donning a futuristic silver costume and helmet when He-Man traveled to the future on the *Starship Eternia*. Though she did not physically accompany him, the Sorceress remained in telepathic contact with He-Man in the future.

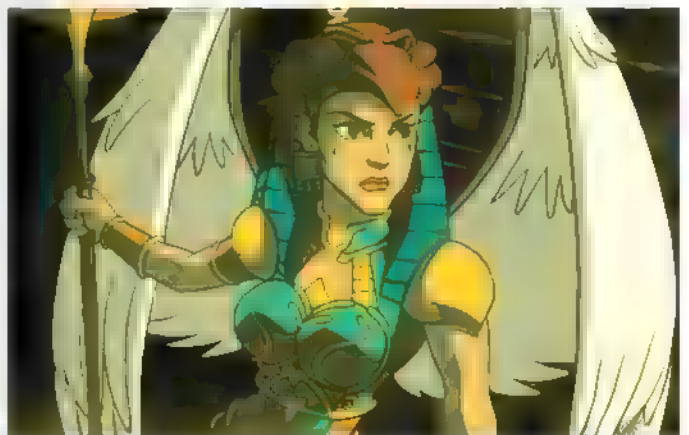
1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES

Continuing her portrayal from earlier media and largely disregarding the 1989 minicomics, the *New Adventures* series depicted the Sorceress instructing He-Man on the power of the good and the way of the magic. She communicated with He-Man telepathically and often spoke in riddles, causing He-Man to think more deeply about his actions. She only occasionally demonstrated her sorcery. She sent Teela to visit He-Man on Primus.

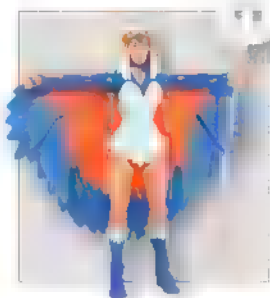
**2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES**

The MYP animated series offered a slightly modified account of the Sorceress's history. Her duty as guardian of Grayskull had been passed down for an eon from one guardian to another, starting from Veena, the original Sorceress. While defending a Pelleezean village from Prahvus, she fell in love with an injured amnesiac soldier in her care and conceived Teela. Later, working with Man-At-Arms, she helped construct the Mystic Wall, trapping Keldor and his forces on Eternia's Dark Hemisphere.

When her daughter, Teela, was injured, the Sorceress gave her a blood transfusion that temporarily granted Teela psychic powers. The Sorceress was worried this ability could permit her daughter to discover the secret of her



parentage. In defense of Castle Grayskull, the Sorceress had to occasionally tap into the power of the Elders hidden deep below it, allowing her to erect magical barriers and to strike at intruders.

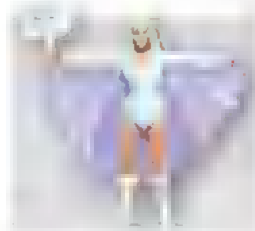


2008 MOTU CLASSICS

The Classics canon blended core concepts from earlier canons and added new details of its own. Teela Na's tenure as Sorceress proved to be the most challenging as she oversaw the birth of the prophesied Twins of Power and the rise of Skeletor. Under orders by the Overlords of Trolla and the guidance of the Spirit of Grayskull, she commanded Oo-Larr to retrieve both halves of the Sword of Power and reunite them, allowing her to

cast a difficult cloning spell. Light Hope fused the mystic Sword of Protection with the cloned Sword of Power, and the Sorceress remained the custodian of the swords until they were needed.

Years later, when King Hssss poisoned her with his venom, the Sorceress knew her time as guardian was coming to an end. Her magic let her resist the venom for a time, during which she revealed herself to Teela and prepared her daughter at the Elders' training citadel at Eternia's icecap to take on her role as the next Sorceress of Grayskull.



2012 DC MOTU COMICS

The 2012 DC comics provided a variation on the Sorceress's backstory and life. An oracle of the goddess Zoar, Teela Na was part of Queen Veena's order during King Grayskull's time a thousand years ago. When Skeletor conquered Castle Grayskull and manipulated the memory of the Masters of the Universe, the Sorceress was held prisoner by Skeletor. She tapped into Skeletor's mind and communicated with Adam and Teela, leading them back from their false reality. Once Skeletor discovered her scheme, he murdered her by snapping

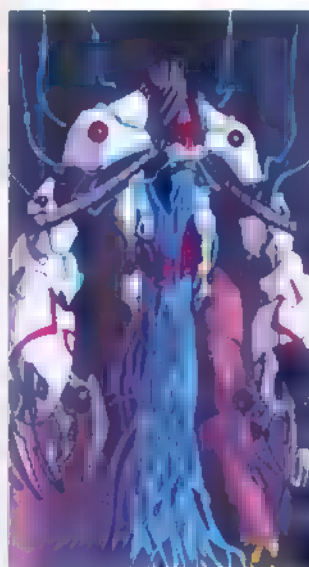


IMAGE COURTESY OF DC COMICS

her neck. Becoming one with the Starseed, the Sorceress guided Teela to her own destiny as the new Sorceress.

TRIVIA: The Sorceress is seemingly the only character besides He-Man himself to appear in every incarnation and spinoff of Masters of the Universe, including minicomics, comics, cartoons, films, and books. Runners-up are Skeletor and Teela, but Skeletor did not appear in the POP minicomics, and Teela did not appear in the 1989 He-Man or POP minicomics.

SORTECH



Ergon

1984 **1984**
Inventing
Teleportation
Holographic projection
Disabling nonmagical
technology

2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES

One of the most brilliant scientists hundreds of years ago on Eternia, Sortech invented a device that produced unlimited energy. The device, called the Ergon, was stolen and used to power an army of war machines. When the device exploded, Sortech was left crippled and near death. He used the device to preserve his life,

requiring his body to be outfitted with an array of technologies that drastically altered his appearance. These events led Sortech to develop a mistrust of others, and he chose to become a recluse in the facility that housed the Ergon, surrounded by the ruins of the Great Unrest.

Using the Ergon, Sortech could disable any nonmagical devices over great distances. He could create sophisticated pieces of technology out of thin air and teleport them anywhere. Generating a hologram of his face at any location, Sortech could communicate with others from afar. He disrupted all the technology in Eternia and transported Skeletor and He-Man to him in order to assist him in repairing the damaged Ergon. After He-Man saved him, Sortech restored the use of technology and said he would consider rejoining civilization on Eternia.

TRIVIA: Despite Sortech disrupting technology in Eternia, Randor's sophisticated binoculars continued to function.

SPEEDER

APRIL

Great Rebellion
Twiggets

1985 UK WORLD POP ANNUALS

Speeder was a Twigget who lived in a village in Twigget Valley. He was engaged to marry Spool, another Twigget.

SPIKOR

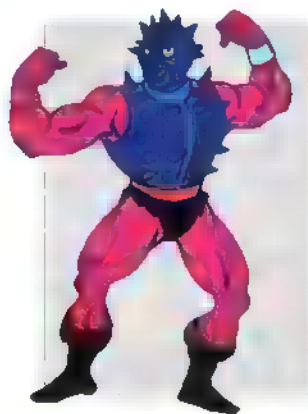
Untouchable Master of Evil
Combat

Kleffton

Evil Warriors
Demons of Evil

Trident arm
Mace
Spike-studded body
Spike projectiles

Blacksmithing
Superhuman strength



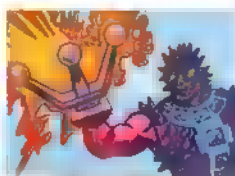
1983 FILMATION MOTU ANIMATED SERIES

Although visually threatening, Spikor was depicted as a bumbling fool in the Filmation MOTU series. His protracted way of speaking, subpar intelligence, naivety, arrogance, and childlike behavior made him far more comical than most of the other Evil Warriors.

Spikor occasionally sported a trident on his right arm, but it was never used in battle. Despite his total incompetence, he believed himself to be the greatest of Skeletor's warriors.

1983 MOTU MINICOMICS

In contrast to Filmation's portrayal, the minicomics depicted Spikor as a dangerous adversary and capable blacksmith who forged Skeletor's Terror Claws. He could attach various tools or weapons to his right arm, including a trident and a hammer. The purple fiend's head and body were covered in sharp spikes.



TRIVIA: In his first minicomic appearance, Spikor wielded his trident in his hand. In later minicomic appearances, it was the more familiar attachment for his arm.

1984 GERMAN INTERPART-CONDOR MOTU COMICS

Largely consistent with his Filmation portrayal, the Condor comics showed Spikor frequently paired with Stinkor, as his fellow Evil Warrior's stench did not faze him.

1986 MOTU NEWSPAPER STRIPS

In the newspaper strips, Spikor was shown to have the ability to shoot his spikes from his body toward foes.

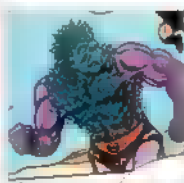
1986 UK MOTU COMIC MAGAZINES

Spikor made sporadic and uneventful appearances in the UK comics. Unlike his cartoon persona, he hinted at a dark side when Skeletor tested the Talisman of Sight on him, temporarily blinding Spikor. Spikor promised himself that if Skeletor were to try that again, he would find one of his spikes in his back. Spikor memorably interrupted a game of kickball and was defeated by a group of children and Mekaneck. Despite the physical advantage his spikes supposedly gave him, he was shown to be incompetent and cowardly, too afraid to fight alone, and quick to foul up Skeletor's schemes.



1987 ITALIAN MAGIC BOY MAGAZINES

Spikor displayed duplicitous intelligence and a sadistic side in the Italian *Magic Boy* magazines. He claimed that he enjoyed watching Teela suffer, and when he was trapped in a cave with He-Man, he pretended to betray Skeletor, only to turn on He-Man when they finally escaped.



2008 MOTU CLASSICS

Spikor was originally a blacksmith named Kleffton from the Eternian village of Nordling when he attempted to steal a sacred scroll from Nordling's high priests. As punishment for his crime, they fused him with an enchanted suit of spiked armor and a mystical trident before banishing him. As an outcast, he wandered Eternia and came to the Sands of Time, where Skeletor discovered him and recognized his natural talent for forging weapons. Renamed Spikor, Kleffton joined Skeletor's forces as chief weapons master and created diabolical instruments of war. Spikor fought alongside Skeletor in the Second Ultimate Battleground and, fifteen years later, alongside Skeletor in the Third Ultimate Battleground.



SPINNERELLA



Dizzying Defender

Cynthia

Great Rebellion

Human whirlwind

1985 FILMATION POP ANIMATED SERIES

Spinnerella first came to Bright Moon while on holiday with her close friend, Netossa. When Netossa was kidnapped, Spinnerella used her ability to create a spinning whirlwind during her attempts to find her.

1985 POP MINICOMICS

In the minicomics, Spinnerella's demeanor was giggly and lighthearted, belying the fact that she could cut a dizzying swath through several foes at once by using her spinning



power to create a whirlwind effect. Even a battalion of Horde Troopers was no match for Spinnerella when she used her spinning ability.

2008 MOTU CLASSICS

The Classics canon established that Cynthia, better known as Spinnerella, served as a messenger for the Great Rebellion. Her travels as a whirlwind woman frequently left her feeling flighty and disoriented.



SPINWIT

OTHER NAMES

Tornado

WEAPONRY

Blaster

Galactic Guardians

SPECIAL ABILITIES

Creating tornadoes

1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES

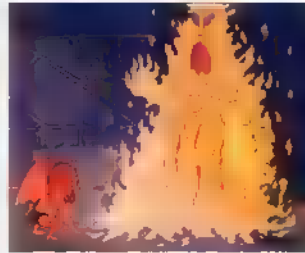
Spinwit was one of the Galactic Guardians' later recruits. He joined the team volunteering for a potentially one-way mission to stop a spacecraft from crashing into Primus and releasing deadly Deenos Gas.

Cocky, Spinwit was constantly wisecracking and exaggerating his own abilities. He had two metal wings that he could spin at speeds fast enough to create a controlled tornado or stop or redirect laser blasts. His wings were later upgraded with boosters, created by Alcon and Gepple, which gave him increased power.



TRIVIA: In Europe, Spinwit's action figure was marketed with the name "Tornado."

SPIRIT OF EVIL



SPECIAL ABILITIES

Sorcery
Shape shifting

1983 FILMATION MOTU ANIMATED SERIES

The Spirit of Evil embodied all evil in the universe and was among the most powerful of all spirits to manifest on

Eternia. Served by its imp-like minion Lokus, the Spirit of Evil appeared as a fiery creature in an effort to acquire the soul of Mallek, the Wizard of Stone Mountain. The spirit fought He-Man to a draw before being defeated by the power of love displayed by Mallek's assistant Karyn when she offered her own soul to save his.

SPIRIT OF GRAYSKULL



OTHER NAMES

Spirit of the Castle
Spirit of Castle Grayskull

SPECIAL ABILITIES

Wisdom
Future knowledge
Telepathy

FOR THE SPIRIT OF THE ANCIENT KING, SEE KING GRAYSKULL

1982 MOTU MINICOMICS

The mysterious being known as the Spirit of the Castle manifested itself in the form of a large, vaporous skull which floated above Castle Grayskull. Although the Spirit appeared ominous and spoke in a chilling voice, it was actually good and sometimes offered direction to the heroes of Eternia. The entity appeared to be very wise and could foretell events that had not yet passed. For instance, the Spirit informed Teela that she would eventually become the guardian of Castle Grayskull. The Spirit of Grayskull was also aware that He-Man was destined to one day become the true king of Castle Grayskull. While the Spirit's origins were unknown, the being was tied directly to Castle Grayskull itself and had been known to refer to the castle's mysteries as "my secrets." The Spirit also sometimes rewarded the Heroic Warriors for their bravery. For example, it returned Teela's unicorn to her after it had been magically frozen by Skeletor.

1983 FILMATION MOTU ANIMATED SERIES

In contrast to the minicomics, the Spirit of Grayskull depicted in the Filmation MOTU series could manifest nearly anywhere as a large, ghostly head. It communicated with those outside the castle via telepathy and could conjure illusions.



SPIRIT OF GRAYSKULL

1983 ITALIAN PIÙ MAGAZINES

The Spirit of Castle Grayskull was the untouchable and unassailable presence that gave life to Castle Grayskull. He was the supreme guardian of one half of the Power Sword, and he defended it with a thousand traps. Only Tee-La, the Goddess, was allowed to come into contact with him.



1984 GERMAN MOTU AUDIO PLAYS

TRIVIA: The Sorceress was called "Spirit of Grayskull" in the 1984 German MOTU audio plays due to a mix-up. Drawing from earlier materials, the writer originally wrote a male-voiced Spirit of Grayskull. When he was told that this had changed and the guardian was a female Sorceress, he merged the Spirit with the Sorceress. The audio plays described her as a woman in a red cloud and referred to her as both "Sorceress" and "Spirit of Grayskull" before gradually transitioning the character to match her portrayal as the Sorceress in the cartoon.

2006 MOTU CLASSICS

When King Grayskull died, his spirit remained within the walls of Castle Grayskull, where he advised his heirs and guarded the castle, along with his widow Veena and later the Sorceresses who succeeded her. Under his guidance, the Elders combined the power of the universe with their wisdom to tap into Eternia's magic, creating the Great Orb that served as the power source to the sword when it was wielded by Prince Adam five thousand years later. Grayskull's spirit remained part of this power when Prince Adam combined it with the *Starship Eternia* to permanently assume his role as He-Man.

SPIRIT OF SNAKE MOUNTAIN

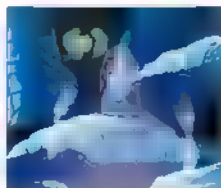
Evil Warriors

Magic

1984 UK WORLD MOTU ANNUALS

The Spirit of Snake Mountain was the spiritual embodiment of Snake Mountain. It would warn Skeletor of approaching danger.

SPIRIT OF THE ANCIENTS



Omniscience

1983 FILMATION MOTU ANIMATED SERIES

The Spirit of the Ancients heard and saw all that happened on Eternia but could not act in the present, as its true form existed in the past. It appeared to the Heroic Warriors in the gold chamber of Mount Eternia, bringing with it the Eternian Crystal, which could be used to stop the Energy Beast.

SPOOL

Great Rebellion
Twiggets

1985 UK WORLD POP ANNUALS

Spool was a Twigget who lived in a village in Twigget Valley. She was engaged to marry Speeder, another Twigget.

SPRAG

Great Rebellion
Twiggets

Crossbow

Reconnaissance
Camouflage

1985 FILMATION POP ANIMATED SERIES

Boisterous, clever, witty, and loyal, Sprag lived deep in the Whispering Woods. Like other Twiggets, he shared a special bond with the forest and suffered an adverse reaction whenever it was threatened. He was always willing to aid the Great Rebellion with his crossbow.

SPRING

Camouflage Circuit

Spreading Spring Eggs across planets to bring about spring



1986 UK MOTU COMIC MAGAZINES

Spring was a rabbit-like creature who traveled across the universe bringing spring to every planet. He would land in his spacecraft and drop Spring Eggs across the land, which would cause plants to blossom and bring about spring.

Prince Adam and the Royal Family of Eternos looked forward to Spring's visit to Eternia every year. Although he usually landed in Eternos City when he visited Eternia, one year Spring had to make an emergency landing on the bleak terrain near Snake Mountain. After Spring dropped his Spring Eggs on the terrain and turned Skeletor's beloved barren land into a fertile land of flowers, Skeletor grew very angry and forced Spring to pilot him to Eternos, where he attacked the Royal Family with a freeze spell. Fortunately He-Man put a stop to Skeletor's scheme, and Spring moved on to bring his season to other worlds.

SPRINT

Great Rebellion
Twiggets

Agility



1985 FILMATION POP ANIMATED SERIES

Lively, friendly, nimble, and quick, Sprint was an overconfident and cocky Twigget, though his fellows knew it was all bravado. He

lived in the Whispering Woods with the other Twiggets, was a supportive member of the Great Rebellion, and relied on his agility to get out of tricky predicaments.

SPRITINA

Great Rebellion
Twiggets

1985 FILMATION POP ANIMATED SERIES

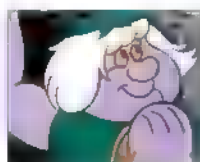
Shy, timid, sweet, and kind-hearted, Spritina lived within the safety of the Whispering Woods, sharing a special bond with the forest like all Twiggets. Loyal and reliable, she did not let her low self-esteem dampen her willingness to assist the Great Rebellion, and she proved to be an irreplaceable asset.



SPROCKER

AFFILIATIONS

Great Rebellion
Twiggets



1985 FILMATION POP ANIMATED SERIES

With a heart as big as his belly, Sprocker was a chubby Twigget who lived in the Whispering Woods at the Great

Rebellion camp. Like others of his kind, he shared a special bond with the forest and suffered an adverse reaction when it was under threat. Though not the sharpest, he was willing and ready to help in any way he could. He harbored a secret infatuation with Adora.

SPUNKY

AFFILIATIONS

Great Rebellion
Twiggets

1985 FILMATION POP ANIMATED SERIES

Young and innocent, the Twigget named Spunky was continually learning new things from Bow, of whom he was in awe. He marveled at Bow's talents, be they with bow and arrow, music, or sleight of hand. Brave, he was always ready to take on the Evil Horde.

SPYDRA

WEAPONRY

Wand

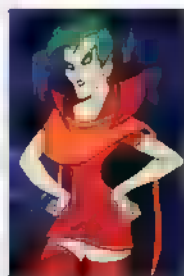
SPECIAL ABILITIES

Sorcery

1983 FILMATION

MOTU ANIMATED SERIES

Evil and slightly mad, Spydra only occasionally resided on Eternia. Her magic was moderately powerful, but she was consistently foiled by those she encountered. Azrog took possession of her as they were about to combine forces, and she became subservient to him. She generally used a wand as a conduit for her magic and was far less formidable without it.



SPYSTER

Evil Horde

SPECIAL ABILITIES

Spying



1985 FILMATION POP ANIMATED SERIES

A sneaky and selfish double agent, Spyster lied and manipulated others to great effect. While posing as a Rebel spy, he lured members of the Great Rebellion into a Horde trap. It was suggested that he did not work only for Hordak but rather did whatever would benefit himself.

SQUINCH

Widgets

WEAPONRY

Spear

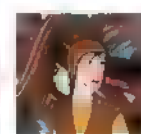
1983 FILMATION MOTU ANIMATED SERIES

The wonderful, if foolish, Squinch was the Widgets' first line of defense, ever present on the ramparts of their fortress. Although he was a guard, he shook and cowered in fear at the sight of invading villains. His girlfriend, Lara, tended to do all of the couple's thinking, especially when they were in danger. Squinch was bighearted and would go out of his way to help others.



SQUIRE WILKINS

1983 FILMATION MOTU ANIMATED SERIES



A villager from Ruxtown, Squire Wilkins was a skinny man who was quick to jump to conclusions. Though he had

the town's best interests at heart, he acted without thinking and led his fellow villagers into trouble.

SQUONGE



Trollans

1983 FILMATION MOTU ANIMATED SERIES

Squonge was an old friend of Orko's who tended to exaggerate the truth and lacked confidence in his own abilities. Unusually for a Trollan, he seemed to have no magical abilities and wore pilot goggles instead of a wizard's hat.

SSSQUEEZE

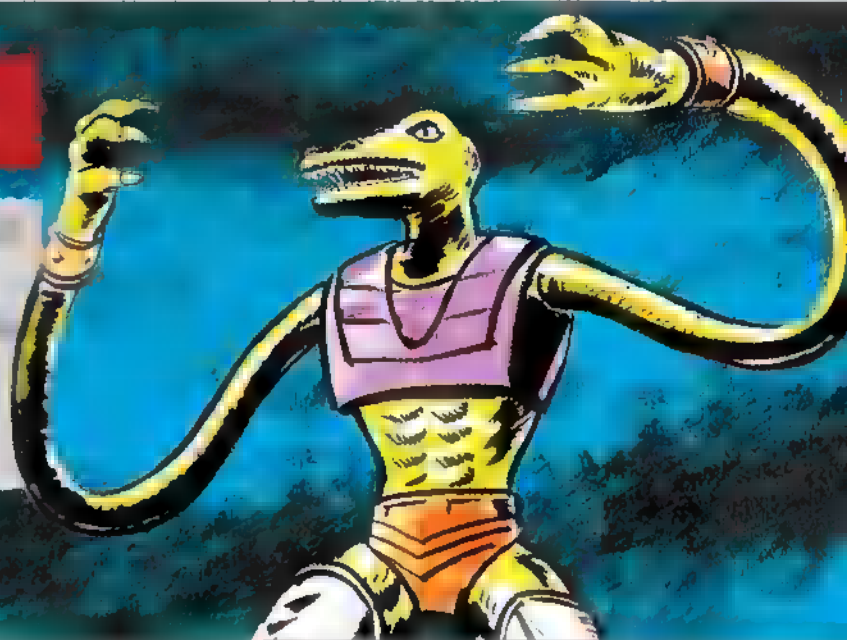
Evil Long-Armed Viper

Snake staff
Snake blaster

Tanglor
Schisszz Shazzz

Crushing victims with
powerful elongated arms
Heightened senses

Snake Men
Evil Horde



1983 MOTU MINICOMICS

One of the Snake Men imprisoned by the Elders in Preternian times, Sssqueeze possessed enormously elongated arms that were incredibly powerful, enabling him to constrict and crush the life out of his victims, similar to a python.

Sssqueeze was one of the Snake Men banished by the Elders in Preternian times. He was later released from his imprisonment by his master King Hiss, who combined his own powers with those of Viper Tower to summon Sssqueeze and Snake Face from the Nameless Dimension.

TRIVIA: Throughout his minicomic debut in *Revenge of the Snake Men*, Sssqueeze was referred to as "Tanglor," presumably an early name for the character.

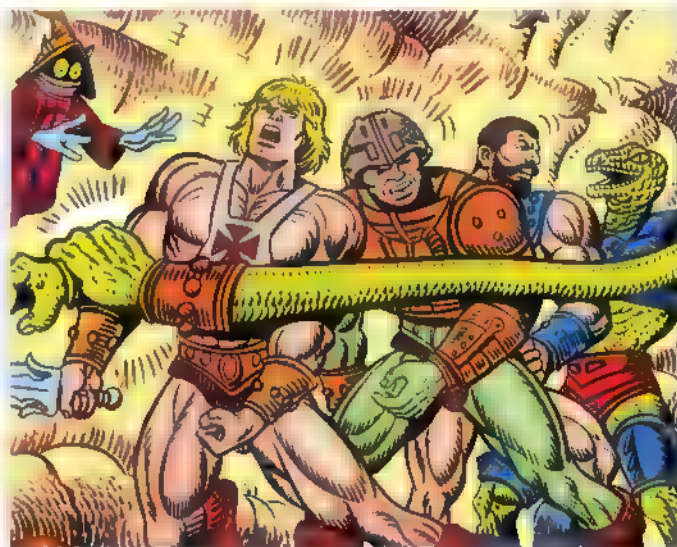
1986 MARVEL STAR MOTU COMICS

In the Marvel Star comics, Sssqueeze allied himself with the Horde. His heightened senses allowed him to detect enemies across great distances, and he was particularly adept at maneuvering and fighting underwater.



1986 UK MOTU COMIC MAGAZINES

Sssqueeze was the third of King Hiss's Snake Men to be unleashed from the Timeless Dimension, into which his race had been cast by the Elders after their defeat centuries ago. His extra-long arms were a powerful weapon against the heroic forces of Etemia as he aided King Hiss in his conquest of the planet.



1987 GERMAN EHAPA MOTU COMICS

Sssqueeze was often tasked with guarding King Hiss's strongholds in the Ehapa comics, thanks to his unique ability to capture and hold intruders in his powerful arms. As Hiss frequently allied his Snake Men with Skeletor and Hordak, Sssqueeze fought in the ranks of the Evil Warriors and the Evil Horde as well.

2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES

The MYP version of Sssqueeze had living snake heads at the ends of his arms instead of hands. In addition to the usual uses for Sssqueeze's long arms, the MYP animated series also depicted him making good use of their length in climbing.



2008 MOTU CLASSICS

The Classics canon provided a few new details about the life of Sssqueeze. Schisszz Shazzz, better known as Sssqueeze, was one of King Hiss's top

lieutenants in the Great Wars. Following the First Ultimate Battleground, Sssqueeze was trapped along with the other Snake Men in the Void until Kobra Khan set them free. He fought in the Second Ultimate Battleground, when Saurod slew Sssqueeze along with Snake Face in hand-to-hand combat.



STAGHORN



Evil Mutants

Enhanced strength

Blaster

Metal antlers

1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES

Staghorn was a quick-tempered, one-eyed member of Flogg's Mutant army. Sometime before the arrival of He-Man, he attacked and looted the planet Equinos. There, he encountered the future Galactic Guardian Sagitar, and the two developed a rivalry. Staghorn's determination for revenge against Sagitar overrode any and all of his other concerns, often endangering Skeletor's plans.

Staghorn was untrustworthy, even among his own kind. He engineered a mutiny against Flogg when the Mutant Mothership was trapped in an ion storm. His primary weapon was a large pair of metallic antlers attached to his helmet, which he used to skewer, lift, and toss enemies.

STANDOR



Cosmic Creator of Power

Creation

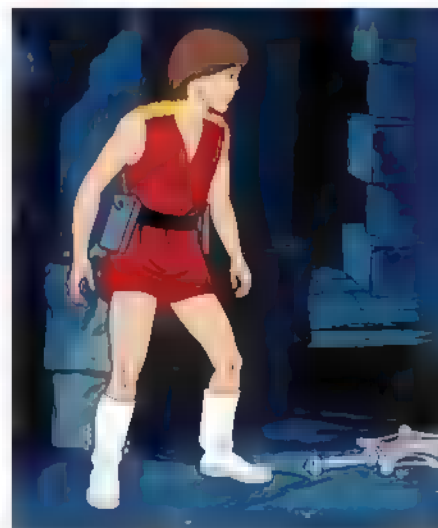
2008 MOTU CLASSICS

Standor was a cosmic being and one of the great Gods of the Multiverse. He convened the Hall of Power to create all that was or would ever be. He served as the head architect of the creative effort, and his unlimited imagination led the way by fueling his fellow deities' energies with creative force. Standor's magic cast the Aura of the Gods that swept across the universe in a wave of power that birthed new life and intelligence throughout the cosmos.

Later, the Overlords of Trolia concentrated that power into the Starseed and created the Sword of He as the key to unlocking that power. With infinite energy, Standor became a seemingly neutral force that reached out across the dimensional gateways and gave power to those who would become Masters of the Universe, whether for good or evil.

TRIVIA: Standor's likeness was based on the famous comic-book creator Stan Lee, though Mr. Lee had no direct connection to Masters of the Universe.

STANLAN

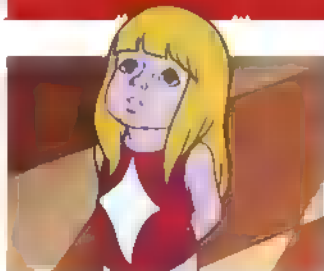


1983 FILMATION MOTU ANIMATED SERIES

Stanlan was Melaktha's assistant and an apprentice archaeologist. He was very enthusiastic and excitable, which often led him into trouble. He had a habit of pursuing intrigue and danger even after being warned. At times, he was worried about displeasing Melaktha or jeopardizing his teacher's trust. He proved himself to be a skilled archaeologist in the making.

STARCHILD

STARCHILD



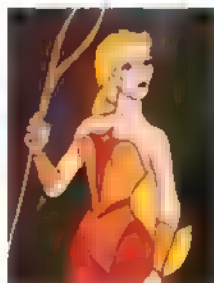
1983 FILMATION MOTU ANIMATED SERIES

Of unknown origin, the Starchild was a young girl with intense untapped powers that would become more apparent as she aged. She found it difficult to trust anyone, as many had sought her power for themselves. In time, she learned to trust others, especially those at the Royal Palace. Her powers could make anyone feel good. She also possessed the ability to bridge dimensions.

Sorcery
Latent psychic abilities

TRIVIA: A character resembling the Starchild appeared as part of the Council of the Wise in the third volume of the 2002 MVCreations comics.

STARLA



Bright and Beautiful Leader

Gemma

Wand

Great Rebellion
Star Sisters

Sensing danger
Casting protective spell of light

1985 FILMATION POP ANIMATED SERIES

Starla was one of the Star Sisters, alongside Jewelstar and Tallstar. With blond hair and a yellow and red outfit, she was the leader of the group.

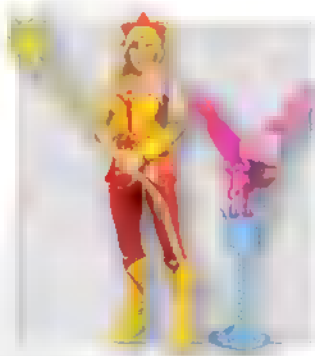
1986 US POP MAGAZINES

In the US POP magazines, it was revealed that Starla could sense danger and possessed the magical powers of star glitter.

2008 MOTU CLASSICS

Starla, also known as Gemma, was one of the Star Sisters who incurred the wrath of an evil sorceress. Jealous of their youth and beauty, the sorceress trapped them and their falcon, Glorybird, in a shooting star and sent them hurtling across the universe. Eventually, the sisters crashed on Etheria, and She-Ra freed them by melting their magical prison. Out of gratitude, the sisters joined the Great Rebellion.

Starla could sense danger and cast spells of light against her enemies. She and her sisters left Etheria with She-Ra to fight in the Second Ultimate Battleground on Eternia.



Space Pirates

Projecting tar from fingertips

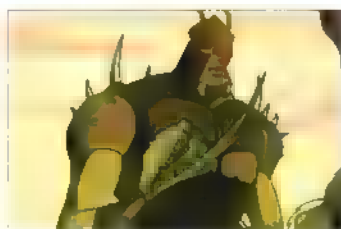
1983 FILMATION MOTU ANIMATED SERIES

Stickyfingers was the self-assured, cruel, and merciless leader of the Space Pirates. He treated his crew with very little respect and enjoyed looting and pillaging. He could project tar from his fingertips. Batty, a small, pink gargoyle-like creature, perched on his shoulder and echoed his master's opinions.

TRIVIA: Stickyfingers was one of the few on Eternia to briefly wield the Sword of Power.



STINGRAD



Andreenids

Poleaxe

Flight

2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES

The Andreenid Stingrad served as Buzz-Off's chief counselor in the honeycombed city of Andreenos. With his long legs, he stood nearly twice as tall as Buzz-Off. Stingrad provided tempered responses to Buzz-Off's sometimes rash judgments and helped command the Andreenid troops during a standoff with the Avionians.

STINKOR

Evil Master of Odors

Stench
Stink-Ray

Odiphus

Stink

Evil Warriors
Monster Warriors
Evil Horde

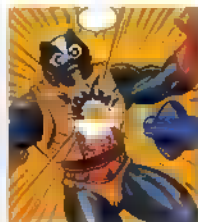
Demons of Evil
Pelleezans



1983 MOTU MINICOMICS

The fetid wretch known as Stinkor loyally served Skeletor and reveled in all that was foul. Stinkor was particularly delighted to despoil nature when given the opportunity. The evil skunk-man's toxic odor caused terrified animals to flee and could render an opponent utterly helpless; for instance, Stinkor's stench easily stopped Stratos in midflight.

Stinkor's main weakness was his hatred of pleasant, natural smells. The scent of flowers, for example, was repugnant to him, and Moss Man was his archnemesis.



1987 GERMAN EHAPA MOTU COMICS

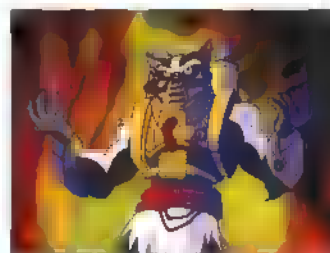
Unlike earlier portrayals, Stinkor served as a prison guard for the dungeons at Snake Mountain in the Ehapa comics.

2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES

The MYP animated series offered a radically new origin for Stinkor. The diminutive Odiphus was a mean-spirited young Pelleezeen who betrayed his village to the invading Prahvus. He grew up to be a petty criminal; one day, while scavenging at an abandoned ancient apothecary, he found himself caught in a battle between the Masters of the Universe and the Evil Warriors and ended up at Snake Mountain. There, he was transformed by an explosion in Tri-Klops's lab which infused his body with a magical liquid called Necrotia, giving him a tall, muscular physique and an eye-watering stench.

Changing his name to Stinkor, he could project powerful jets of a horrific odor from his hands and body to envelop and choke his enemies. Enhancing his stink with specialized armor equipped with gas tanks and hoses, Stinkor could frighten away dragons and cause animals to stampede. He had to wear a mask at all times to protect himself against his own odor.

Idolizing the Evil Warriors, Stinkor used his abilities to become accepted as one of Skeletor's loyal minions.



1983 GOLDEN MOTU BOOKS

Occasionally sent away from Snake Mountain due to his stench, Stinkor used his Stink-Ray against Skeletor's enemies in the Golden books.

1984 GERMAN MOTU AUDIO PLAYS

The German audio plays offered some backstory for Stinkor. Following Hordak's orders, Stinkor attacked the Heroic Warriors and brought Battle Bones to Skeletor at Snake Mountain. Impressed, Skeletor al-



lowed Stinkor to join his minions but told him to stay in a nearby cave so that his stench would not disturb the others. Pleased, Stinkor hoped this accomplishment would bring him closer to settling an old score with King Randor.

Stinkor took sadistic pleasure in watching his enemies succumb to his stench, and he could control its dispersal. During a brief period when the heroes and Monster Warriors were allied against the Evil Horde, Stinkor sided with Hordak.

1986 UK MOTU COMIC MAGAZINES

In the UK comics, Stinkor's stench was shown to be so powerful that it even managed to knock out He-Man on several occasions. Stinkor could not stand his own smell and had to wear customized armor equipped with a gas mask to protect himself from it. Due to his foul smell, Stinkor was not very popular among the other Evil Warriors, although over time they gradually built up a tolerance for his stench.



STOM-PAR

Brute strength

1986 UK POP COMIC MAGAZINES

Stom-Par was one of a trio of bounty hunters led by Pon-Dar. Both he and his comrade, Slam-Ar, were rather dull witted and readily took orders from the intellectually superior Pon-Dar.



STONE IMP

STONE IMP



Omniscience

1986 UK POP COMIC MAGAZINES

The Stone Imp resided within the Stone of Secrets, which Shadow Weaver stole from the Zundar goblins. He possessed knowledge of all secrets and was forced by Shadow Weaver to tell her She-Ra's greatest secret. Although the Stone Imp was good natured and had no desire to help Shadow Weaver, he was bound by ancient magic to help anyone who used the stone, so he had no choice but to tell Shadow Weaver that She-Ra had a secret identity.

STONEDAR

TITLES

Heroic Leader of the Comet Warriors

AFFILIATIONS

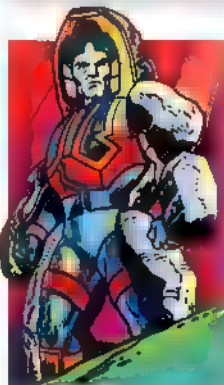
Rock People
Heroic Warriors
Heroic Defenders
Comet Warriors
Masters of the Universe

WEAPONRY

Blaster

SPECIAL ABILITIES

Transforming into a comet
Traveling through space
Strength
Flight
Controlling comets



1983 MOTU MINICOMICS

Stonedar was the wise leader of the peaceful Rock People. He was often seen with the young Comet Warrior Rokkon. Like other Rock People, and in a similar manner to the three-banded armadillo from Earth, Stonedar could fold his body over and take on the appearance of a boulder, due to his natural rocky armor.

When in rock form, Stonedar could travel through space like a comet at an extremely high velocity. Additionally, he could bowl over opponents and could effectively use this appearance to spy on enemies. Stonedar was nigh invulnerable when in rock form.

Because of Stonedar's rock-like outer armor, he was capable of delivering powerful blows to enemies, though he generally did not do this because he valued peace above all else. Indeed, of the Heroic Warriors, Stonedar was perhaps the most diplomatic and peaceful. He cared very deeply for his people and preferred to avoid violence whenever possible. However, when force did become necessary, Stonedar was ready and able to assist.

TRIVIA: As the leader of the Rock People, Stonedar could call upon the spirit of the Sun Rock to aid his friends.

1984 UK WORLD MOTU ANNUALS

The World annuals provided some additional backstory for Stonedar and the Comet Warriors, as they were called. When Stonedar's world was threatened by Hordak and his Energy Stealer satellite, the Comet Warriors fought back, destroying the satellite in their comet forms.

As a result of these events, Stonedar vowed to join the Heroic Warriors in the fight against Hordak and the Evil Horde.



1984 GERMAN MOTU AUDIO PLAYS

The German audio plays depicted Stonedar and his son, Rokkon, as Rocklings who had long fought the forces of evil. Intercepting a transmission from Skeletor inviting the Snake Men to Eternia, Stonedar and Rokkon set out to warn the Masters of the Universe of the impending threat. They joined their ranks to combat Skeletor and Hordak, hoping that these two personifications of evil would lead them to their ultimate goal—the source of all evil in the universe.

1985 FILMATION POP ANIMATED SERIES

Stonedar was the leader of the Rock People. He and his comrades, Granita and Rokkon, arrived on Etheria and found themselves caught in the war between the Horde and the Great Rebellion. Like his fellows, Stonedar could transform into a living comet and travel through space. Though he possessed immense physical strength, he chose not to engage in violence.



1986 MARVEL STAR MOTU COMICS

Stonedar was the wise leader of the Comet Warriors and the Meteorb army. Upon meeting He-Man, he immediately extended his hand in friendship, assuring He-Man that he and his warriors came in peace. As an elder figure, Stonedar was responsible for training Rokkon not only in how to be a warrior but also how to accept responsibility.



1986 MOTU NEWSPAPER STRIPS

In addition to his other talents, the newspaper strips gave Stonedar the ability to control comets—a talent both Skeletor and Hordak attempted to exploit when Stonedar was forced to send a giant comet toward Eternia. He was the father of both Rokkon and Granita.



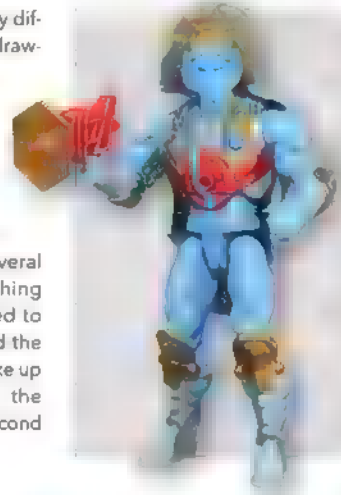
1987 GERMAN EHAPA MOTU COMICS

In the Ehapa comics, Stonedar was traveling through space in his comet form when Skeletor altered his course and brought him and his fellow Rock Warriors to Eternia. Failing to fall for Skeletor's attempts to blame these events on the heroes, Stonedar joined the Heroic Defenders.



2008 MOTU CLASSICS

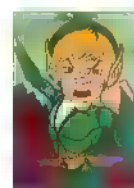
The Classics canon provided a slightly different backstory for Stonedar while drawing elements from earlier depictions. Stonedar was the noble leader of the Comet Warriors when Horde Prime used a powerful light storm to hurl them out of orbit around their home world and sent them tumbling through space. Stonedar and his people passed through several untamed star bands before reaching Eternia. A peaceful clan who wished to leave conflict behind, Stonedar and the Comet Warriors were convinced to take up arms as allies of the Masters of the Universe. Stonedar took part in the Second Ultimate Battleground.



STORM

1985 FILMATION POP ANIMATED SERIES

Son of King Varn, Storm was the heir to the throne in the kingdom of Elfworld. Although somewhat nervous, the scrawny young man proved himself to be of great courage. He truly believed in his cause to rid Elfworld of the Horde, and his faux bravery was charming to the Rebels. Like all elves he was short and spoke with a slightly high-pitched voice.



STRATOS

Winged Warrior
Lord of the Sun Winds

Heroic Warriors
Masters of the Universe
Bird People
Avionians

Flamethrowers

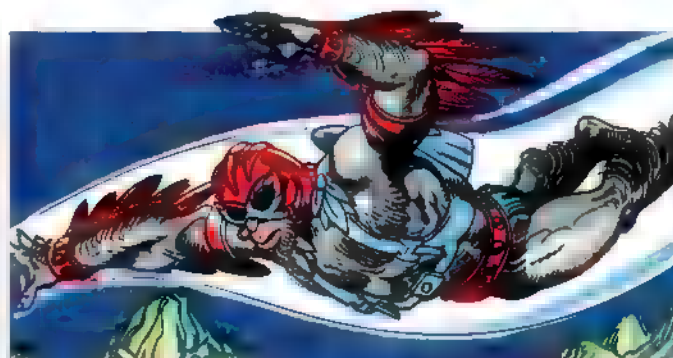
Flight
Sharp eyesight



1982 MOTU MINICOMICS

Stratos was a stalwart ally to He-Man, capable of soaring to great heights and traversing long distances in the air. He wore weapons on his wrists that projected streams of flame. He made his home atop Eternia's highest mountain peak, from which he kept an eye out for potential evildoers.

TRIVIA: In the first minicomic, Stratos could be spotted among the Evil Warriors. However, because the character was originally intended to be a villain, though he was changed to become very early on.



1983 MOTU MINICOMICS

Unlike in his Filmation portrayal, in the minicomics Stratos's ability to fly, like that of all Bird People, came from the magic of the Emerald Staff of Avion. The ability to fly would be lost if the staff were to be removed from Avion. Delora, Stratos's human wife, ruled Avion at his side.

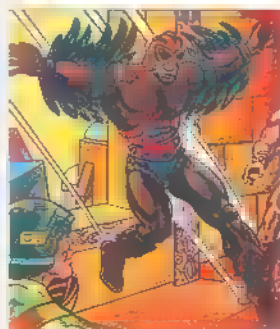


1983 LADYBIRD MOTU BOOKS

In the Ladybird books, Stratos and his wife Delora carried a pair of rings that glowed when they were in close proximity to one another.

1984 UK WORLD MOTU ANNUALS

While his portrayal was largely consistent with other media, the World annuals established that Stratos's sister was married and that he was the cousin of the Bird Man Syracu.



1984 GERMAN MOTU AUDIO PLAYS

The German audio plays followed in the footsteps of other media, adding some minor details to Stratos's portrayal. Stratos served as a scout for the Masters of the Universe and maintained a friendly rivalry with his fellow scout Mekaneck. Though the pair often bickered, they were good friends. Stratos was married to Delora in this canon, and the couple had two children.

1982 DC MOTU COMICS

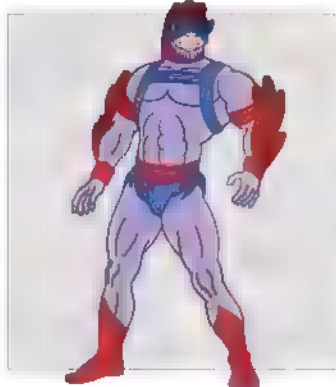
In the DC comics, Stratos, the leader of the Bird People of Avion, was called into action when He-Man discovered he had one of the three talismans the heroes sought. Subsequently, Stratos joined them on their mission.



1983 FILMATION MOTU ANIMATED SERIES

The Filmation animated series portrayed Stratos as a kind and noble leader, respected by his people and willing to sacrifice himself for them. He was the guardian of both the Staff and the Egg of Avion, and though he was not often summoned to aid the heroes, the airborne advantage he provided proved extremely useful in battle.

Stratos's natural power of flight was enhanced by the jetpack he wore. He would lose his power if he did not return frequently to the Egg of Avion. He could project concussive blasts from the palms of his hands, and his wrist cuffs could fire a beam of light that crystallized an enemy.



STRATOS

**1984 GERMAN INTERPART-CONDOR MOTU COMICS**

In a departure from other media, the Condor comics portrayed Stratos as the last of Eternia's race of Bird People after Skeletor destroyed the cloud that gave them the power of flight and sent them all plummeting to their deaths.

1986 UK MOTU COMIC MAGAZINES

The UK comics often paired Stratos with Buzz-Off, and the duo would patrol the Eternian skies together.

**2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES**

The MYP animated series depicted Stratos as a long-serving member of the Masters who served under Captain Randor in the past. It also established that Stratos's wings and the wings of other Avionians grew organically from their forearms. Thus, if their wings were injured, their power of flight was impaired. In the present, Stratos was working to preserve an uneasy alliance between

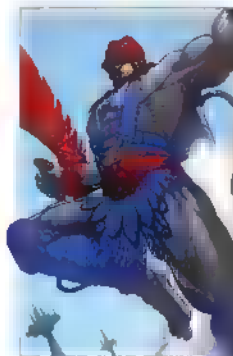


his race of Bird People, the Avionians, and the Andreenids, a race of Bee People led by Buzz-Off. After Skeletor attempted to manipulate them into going to war, Stratos and Buzz-Off set aside their differences and fought together with the Masters of the Universe against the villain Skeletor. Later, Stratos played a key role in securing an important alliance with the Kulataks of the Ice Mountains.

TRIVIA: Stratos's voice in the MYP series was based on actor Sean Connery's voice.

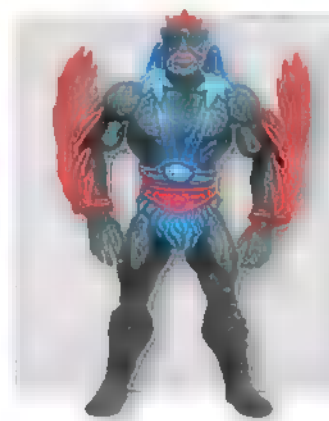
2002 MVMCREATIONS MOTU COMICS

The MVMCreations comics depicted Stratos's rise to the throne of Avion and revealed a look underneath his helmet: dark-gray hair, large eyes, and no earlobes. The hair on his head gave him a vaguely owlish appearance. The helmet he wore originally belonged to his father. After surviving an attack on their village, Stratos and his sister Hawk gathered the Bird Men survivors and, in an effort to find a new home for their people, set out in search of the Golden Egg of their ancestors. Stratos founded the kingdom of Avion on the spot where they discovered the egg.

**2008 MOTU CLASSICS**

The Classics canon blended elements from other media into a cohesive biography for Stratos of the House of Avion, adding only that the brave and honorable leader fought and died in the Second Ultimate Battleground.

Stratos was one of several warriors who returned to life after the Reawakening. He eventually resumed his role as leader of the Avionians when his sister Hawke stepped down to seek adventure outside Avion.

**2012 DC COMICS**

Stratos, the king of Avion, helped out He-Man and his friends when needed. He was trained by the sky masters of Avion and seemed to be able to fly on his own—even staying airborne for hours. The wings on his arms could sometimes be used as weapons. He was already part of the Masters of the Universe when Prince Adam was twelve years old, making him one of the older members, next to Man-At-Arms and Buzz-Off. In contrast to the 2002 MVMCreations comics, underneath the helmet Stratos had short gray hair, and his eyes were not as large. Stratos assisted King Randor on a journey to Subternia and knew about the legend that Subternia consisted of six circles. While in Subternia, Stratos got to see the Circle of Sky that connected all circles, for it resonated with him. When later He-Man was declared king by the Sorceress of Serpos, he confided to Stratos that he wouldn't accept the kingship until Eternia was free. After the Eternity War, Stratos was Adam's confidant when they discussed plans to make Grayskull a safe haven for everyone.

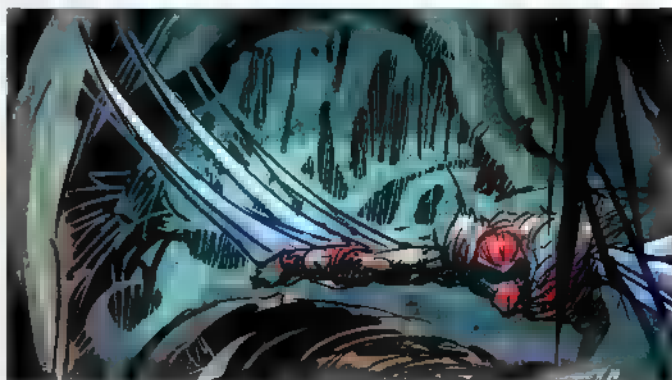


IMAGE COURTESY OF DC COMICS

STROBO

Light Powered Cosmic Enforcer

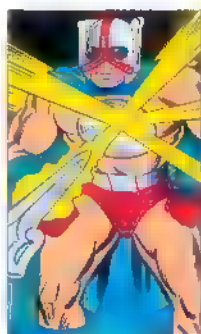
Gepher

AFFILIATION

Heroic Warriors
Cosmic EnforcersReflecting and projecting light
Spinning torso at high speed
Creating force fields
Projecting stun beams
Projecting disintegration rays

Mirror blaster

Dark star energy meteor



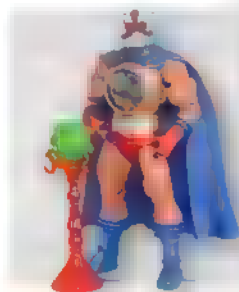
1985 US MOTU MAGAZINES

Strobo was a Heroic Warrior who could project a beam of bright light from the circular reflector on his chest. By spinning rapidly, he could use this light to blind his opponents.

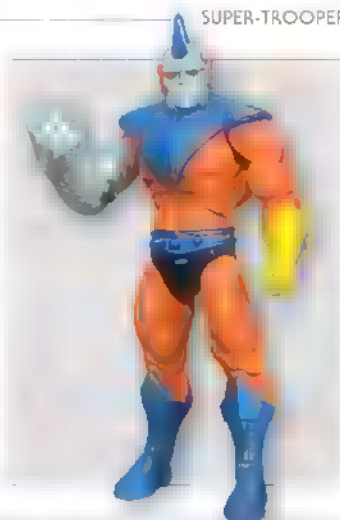
TRIVIA: Strobo was intended to be part of the 1988 wave of MOTU action figures. He, along with other characters based on reused parts, was never released, as the line was brought to an end that year.

2008 MOTU CLASSICS

After the mysterious assassination of Zodac on Eternia in the aftermath of the Second Ultimate Battleground, the Cosmic Enforcers selected Gepher to take his place as their agent Strobo on Eternia. His first assignment was to investigate his predecessor's fate. He maintained neutrality, aiding opposing sides in several different battles to maintain the balance of power. He used armor created by the scientists of Anwat Gar that included a chest plate to create force fields or project stunning and disintegration beams. To fulfill his commitment to neutrality, he sided against the evil forces of the Unnamed One in the Third Ultimate Battleground.



was working as a master metal-worker in the Photanium mines on Phantos when a mechanical press folder malfunctioned and damaged his right arm and part of his face. The accident motivated him to steal Photanium, the universe's strongest metal, and create for himself a mask and telescoping arm to become the strongest menace in the universe. Elmora, the queen of Phantos, banished him for his thievery. He returned years later as Strong-Or to plunder the mines and better arm Skeletor's forces against the Masters of the Universe.



TRIVIA: Strong-Or was also nicknamed "Strongarm" in this canon. The action figure was released as "Strong-Or" because the name "Strongarm" was already copyrighted.

SUBTERNIUS

Belots

Leadership



1983 FILMATION MOTU ANIMATED SERIES

Subternius was the leader of the Belots, a race who lived underground and mistrusted surface dwellers. Years ago, when his people had asked for help from the surface dwellers, they had been tricked and enslaved by Skeletor. Subternius had led a revolt against Skeletor and freed his people, but now he believed that all the surface dwellers were cruel and therefore felt justified in stealing food from them to feed his own people. Eventually, after He-Man and Teela taught him that not all surface dwellers were treacherous and malevolent, Subternius had a change of heart and worked with the farmers on the surface to share and replenish their crops.

STRONGARM

Evil Power-Punching Warrior

Evil Warriors

Strong-Or
Dalmus Fu

Powerful mechanical right arm



1983 FILMATION MOTU ANIMATED SERIES

Strongarm possessed great brute strength and a large, mechanically extendable right arm. His strength was almost a match for He-Man's. Capable and competent, he delighted Skeletor with his intelligence and ingenuity.

2008 MOTU CLASSICS

The Classics canon provided a new backstory for Strongarm, here known as Strong-Or. Dalmus Fu

SUPER-TROOPER

Evil Horde

Invincibility
Flight
Advanced intelligence

1986 UK MOTU COMIC MAGAZINES

The Super-Trooper was a highly advanced Horde Trooper developed by Hordak to deal with He-Man once and for all. It was completely invulnerable to attack and possessed the ability to fly, as well as advanced intelligence. Although it had an advantage over He-Man in combat, the Super-Trooper malfunctioned when He-Man posed a question that confused its computerized brain.

SWEET BEE

SWEET BEE

Honey of a Guide

Bee blaster

Beatrice Castle

Flight

Great Rebellion

Creating objects from
honeycomb

Princesses of Etheria

Telepathic communication
with bees

Bee People



1985 FILMATION POP ANIMATED SERIES

Sweet Bee was a daring scout for the Bee People, who were searching for a new home. She warned them away from Etheria because of the tyrannical rule of the Horde. Sometime later, the Bee People's existence was threatened, and they had no choice but to settle on Etheria. The Bee People began to aid the Great Rebellion in their war against the Evil Horde.

Sweet Bee possessed the ability to fly and to create objects out of honeycomb from the palms of her hands. She often traveled in a sophisticated air vehicle, from which she could communicate with her people in their enormous ship, the *Hive*. The compassionate Sweet Bee only ever wanted the best for her fellow Bee People.

He-Man showed a romantic interest in her, but she never appeared to reciprocate his interest.



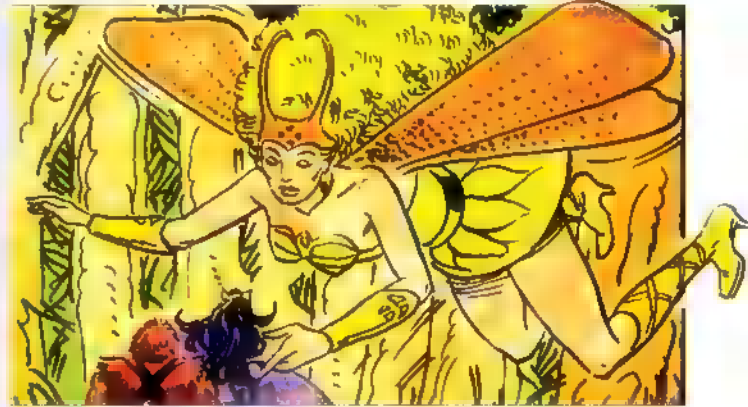
1985 POP MINICOMICS

In contrast to her Filmation portrayal, Sweet Bee could magically change the color of her wings from yellow to pink, emitting a bright light and signaling for help. Sweet Bee possessed a powerful homing instinct. Even when she was lost, she could find her way back to the *Hive* or to the Crystal Castle.

Sweet Bee sometimes yearned to be as brave as other Etherian heroes, though it was clear that she was quite courageous in her own right.

1986 GERMAN POP AUDIO PLAYS

In the German audio plays, Sweet Bee served as a flying scout princess. She loved Bow, just like all the other princesses, and frequently flirted with him. Though she enjoyed receiving compliments, she would become extremely jealous if they were given to others.



1986 UK POP COMIC MAGAZINES

The UK comics had their own unique take on Sweet Bee. Residing in Honeycomb Palace, Sweet Bee could communicate telepathically with her bees, and they often accompanied her on missions. They were excellent at tracking enemies, warning her of danger, and swarming to attack her foes. Her best friend within the Great Rebellion was Perfuma, who provided her bees with flowers.

2008 MOTU CLASSICS

The Classics presented a different backstory for Sweet Bee. Young Beatrice Castle was an Etherian transformed by Castaspella to fly through the air like a bee. Now known as Sweet Bee, she was a trusted guide and used her sky-borne vantage point to spy on the Horde for the Great Rebellion.

Sweet Bee followed She-Ra and the other Rebels to Eternia and fought the Evil Horde in the Second Ultimate Battleground, leading a brigade of Avonian and Andreenid warriors to seize Viper Tower.



SWEN

Maritime navigation

1985 FILMATION POP ANIMATED SERIES

Sea Hawk's loyal first mate Swen was part of the legendary Falcon's crew. He was around long before Sea Hawk was born and had many memories of Etheria from before the Horde's invasion. He accepted orders from the younger captain but did not hesitate to challenge them if necessary. He was kind and compassionate, yearning for the day when Etheria would be free once again. He displayed a distinct attraction to Madame Razz.



SY-KLONE

Heroic Fist-Flinging Tornado
The Fearless Man with the
Whirling Fists

Tornado
Dash-Shel
The Human Tornado

Creating cyclones
Controlling winds

Heroic Warriors
Masters of the Universe
Heroic Defenders
Gar

Exploding disks
Battle ring
Cosmic shield

Predicting and manipulating
weather
Sensing evil



1983 FILMATION MOTU ANIMATED SERIES

By spinning his arms or torso, Sy-Klone could turn himself into a human tornado or create great gusts of wind. This ability allowed him to levitate off the ground as well, and was extremely effective against Skeletor's various droids.

1983 MOTU MINICOMICS

The unusual heroic being called Sy-Klone could twist his body at high speeds in order to fly. He could also use his powers to create high-velocity wind effects. Little was known of his origins, though his abilities clearly made him a very powerful hero. Additionally, Sy-Klone had a radar scope on his chest. It was unclear whether this radar was a cybernetic component embedded in his chest or simply part of his uniform. Regardless, Sy-Klone's radar enabled him to chart a flight course across the Eternian skies and also allowed him to dodge oncoming projectiles.



TRIVIA: In most of his minicomic appearances, Sy-Klone was depicted as Caucasian, rather than blue-skinned, and his outfit was colored as it was in early concept designs. He was initially going to be called "Tornado" and was mistakenly referred to by this name in one panel in the *Spikor Strikes* minicomic.



1983 GOLDEN MOTU BOOKS

The Golden books presented an origin story for Sy-Klone. Once known as the Human Tornado, the greatest acrobat on Eternia, Sy-Klone was captured by Skeletor and brought to Snake Mountain. They used the Mechano Ray on Sy-Klone to transform him into a living machine. Sy-Klone discovered that his new body gave him the power to create a whirling tornado. He refused to join the Evil

Warriors, choosing instead to side with the Heroic Warriors.

In addition to his usual powers, Sy-Klone could also predict and manipulate the weather.



1984 GERMAN INTERPART-CONDOR MOTU COMICS

In the Condor comics, Sy-Klone spun his upper body, whirling his fists to attack his enemies, while the radar on his chest could be used to locate missing comrades.

1986 UK MOTU COMIC MAGAZINES

The UK comics presented their own version of Sy-Klone's origins. Dash-Shel, a professional athlete and the fastest being on the planet Snaev, became a champion of good known as "the Rebel" when the Horde invaded his home world. During an assault, Dash-Shel was fatally injured. His father, Thom-Shel, used his scientific knowledge to replace Dash-Shel's damaged organic parts with newly created synthetic ones. Now a cyborg warrior named Sy-Klone, he drove back the Horde invasion alongside his people.

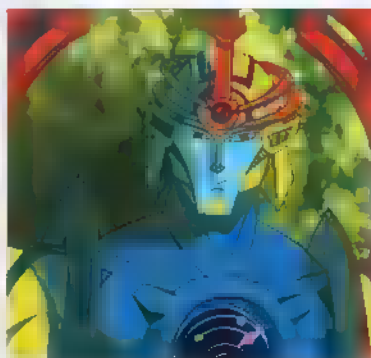
Aware of the Horde's plans for universal domination, Sy-Klone journeyed to Eternia to join the Heroic Warriors. Brave, energetic, and boastful, he had a courageous spirit and would never flinch from evil, battling Skeletor and Hordak's forces with true dedication.



2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES

The MYP animated series provided a unique take on Sy-Klone. He was redefined as a centuries-old mystical samurai warrior and the last defender of the island of Anwat Gar, formerly home to a powerful civilization. After Anwat

Gar's final inhabitants had either died out or fled the island, Sy-Klone was left behind with the duty of keeping a solitary watch over the powerful Legacy Stones, which could cause great destruction if they fell into the wrong hands. In addition to his typical powers, Sy-Klone could also project exploding disks at his enemies and turn his hands into tornadoes. He-Man and Man-At-Arms first met Sy-Klone when



SY-KLONE

Skeletor invaded Anwat Gar in search of the Legacy Stones. After the Legacy Stones were destroyed following a battle between He-Man and Skeletor, He-Man invited Sy-Klone to join the Masters of the Universe, and Sy-Klone accepted.

Sy-Klone provided sage advice to his allies both on and off the battlefield. His relationship with the other Masters helped ease the suffering he felt following the loss of his family and people centuries before. He eventually decided that the Masters of the Universe were his true family and formed a close friendship with Roboto.

2008 MOTU CLASSICS

The Classics canon expanded on Sy-Klone's portrayal in the MYP animated series. The son of Dy-Lex, Sy-Klone was the Last Defender of Anwat Gar and the protector of the mystical Legacy Stones until their destruction. Once his previous mission was complete, Sy-Klone joined the Masters of the Universe. The TECH Vest Armor he wore was a device created by his Gar ancestors to terrorize Eternia after the Great Wars, but Sy-Klone redeemed his people by using it to create

vortexes of energy to defend the innocent. He upgraded the armor with cosmic radar, allowing him to sense the physical presence of evildoers.

Sy-Klone later took part in the Second Ultimate Battleground against the Horde and the Snake Men.

2012 DC MOTU COMICS

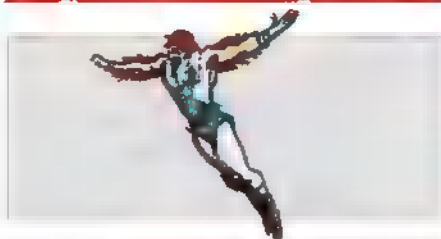
Although Sy-Klone himself never appeared in the DC comics, his people, the Gar, were shown wearing armor and carrying weaponry in the ancient past in a way similar to Sy-Klone's depiction in the MYP series.

SYLUS

1983 FILMATION MOTU ANIMATED SERIES

Sylus was the commander at the Fortress of the Sands—an outpost in the Sands of Time on Eternia.

SYRACU

**AFFILIATIONS**

Bird Men

SPECIAL ABILITIES

Flight

1984 UK WORLD MOTU ANNUALS

Syracu was a Bird Man from the city of Avion. He was Stratos's cousin.

TAGER

**1983 FILMATION MOTU ANIMATED SERIES**

Tager was one of three students that Teela took to the Mystical Forest. Young and vulnerable, he was pressured by Krill to take the Jet Crawler for a joyride.

TALLSTAR

**LOVELY LOOKOUT**

Cassandra

Star Sisters

Great Rebellion

WEAPONRY

Wand

SPECIAL ABILITIES

Magically stretching limbs and body
Superstrength

1985 FILMATION POP ANIMATED SERIES

Tallstar, alongside Starla and Jewelstar, was one of the Star Sisters. She possessed the ability to extend the length of her limbs and body.

1986 US POP MAGAZINES

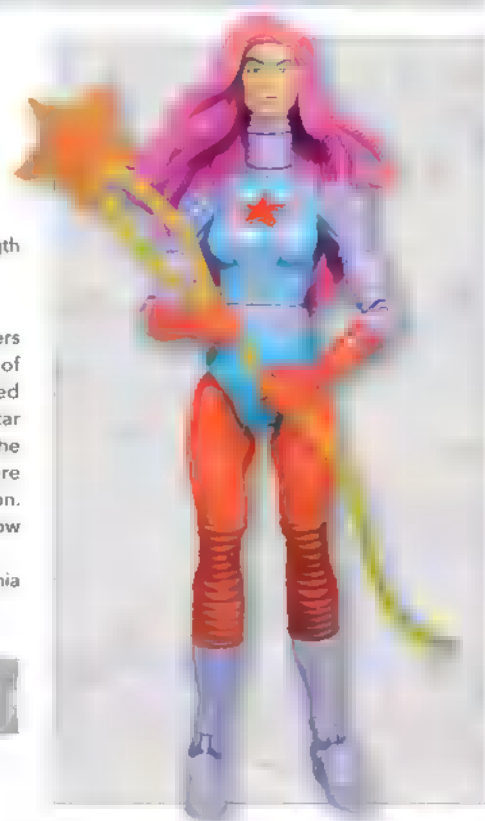
According to the US POP magazines, Tallstar could extend her limbs and grow taller than even the tallest trees. In this form, Tallstar's strength was greatly increased.

2008 MOTU CLASSICS

Tallstar, once known as Cassandra, and her sisters incurred the wrath of an evil sorceress. Jealous of their youth and beauty, the sorceress trapped them and their falcon Glorybird in a shooting star and sent them hurtling across the universe. The sisters eventually crashed on Etheria, where She-Ra freed them by melting away their prison. The sisters joined the Great Rebellion to show their gratitude.

Tallstar and her sisters followed She-Ra to Eternia to fight in the Second Ultimate Battleground.

SEE ALSO: FACTIONS ORGANIZATION
SPECIES & RACES STAR SISTERS



TAN-GAR



1986 UK POP COMIC MAGAZINES

Tan-Gar was a young girl from an Etherian village whose life was once saved by She-Ra.

TANSY

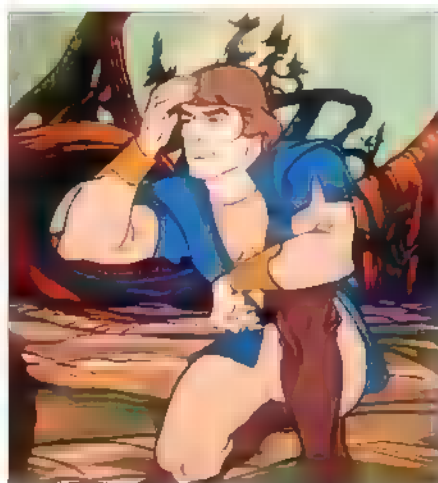
Twiggets



1985 LADYBIRD POP BOOKS

Tansy was the smallest of the Twiggets in the Whispering Woods. She was once kidnapped by Clawdeen.

TARBIN



1985 FILMATION POP ANIMATED SERIES

Tarbin was a king from a thousand years back in Eternia's past. He led his people toward peace with the Dragons of Darksmoke and allied with the friendly dragon Bright Star.

TARGON



Ice Trolls

Ice crystal

1983 FILMATION MOTU ANIMATED SERIES

Targon was an Ice Troll from the Ice Mountains. Though he did not trust Morningstar, he formed an alliance with the dragon. Targon believed he would benefit from Morningstar's dominance over Darksmoke. Targon was left frozen in the caverns beneath the Ice Mountains after Morningstar's betrayal.

TARRAK

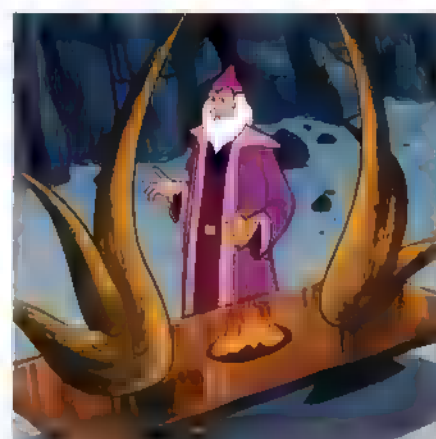


Sorcery

1982 DC MOTU COMICS

Tarrak was an elderly sorcerer who served at the Royal Palace. Though a little bumbling and forgetful, he was powerful and a good ally to the Heroic Warriors despite his age.

TAURON



Amulet of Power

Sorcery
Teleportation

1983 FILMATION MOTU ANIMATED SERIES

An extremely powerful wizard who dwelled in solitude, Tauron was a being of pure evil. He sought control of Eternia and Castle Grayskull. He used his dark magic to summon the Amulet of Power, which increased his power and allowed him to traverse dimensions and possess Montork and Gark.

TASTIG

1984 UK WORLD MOTU ANNUALS

Tastig and his wife, Mashula, lived in the Eternian village of Klant. The couple invited Prince Adam to their baby's naming ceremony.

TAVOR



Sorcery

1983 FILMATION MOTU ANIMATED SERIES

Darkdream's subservient aide Tavor was a semipowerful wizard who had been stripped of his evil powers by the Sorceress. He was not a very imposing figure, and his powers were relatively useless on Eternia. He was easily intimidated, especially by Darkdream, but clever and full of trickery.

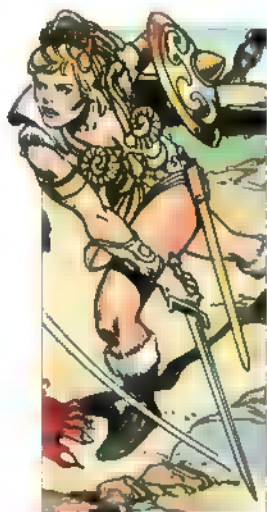
TEELA

Warrior Goddess
Captain of the Royal Guard
Mistress of Eternia
Princess of Eternia
Queen of Eternia

Heroic Warriors
Masters of the Universe
Eternian Royal Guard
Heroic Defenders

Battling
Telepathy
Animal communication
Leadership
Combat instruction
Conjuring fiery blasts
Martial arts

Snake staff (Kobra/Staff of Ka)
Sword
Blaster
Freeze ray



1982 MOTU MINICOMICS

In Teela's first appearance, she was depicted as a blond warrior-goddess who fought ferociously against her enemies. Her body possessed the spirits of many ancestral champions. She rode across Eternia astride a unicorn charger and was a loyal friend to He-Man. The Spirit of Castle Grayskull revealed to Teela that she would become the guardian of Castle Grayskull one day, a title she would be honored to accept.

TRIVIA: Though Teela was an ally to Man-At-Arms in the first series of minicomics, she was not his daughter, adopted or otherwise. In the second series of minicomics, she was depicted as his adopted daughter.

1982 DC MOTU MINICOMICS

In the second wave of minicomics, Teela was revealed to be a clone of the Goddess created by Skeletor twenty years earlier. Man-At-Arms adopted the cloned infant, named her Teela after the Goddess's real name, and raised her as his own daughter, training her as a warrior.

As an adult, Teela was an expertly trained combatant with advanced battle skills. A romantic attraction between Teela and He-Man was implied in their dialogue.



1982 DC MOTU COMICS

In the Royal Guard, Teela's first position was as bodyguard to the womanizing and irresponsible Prince Adam. Later, as captain of the Royal Guard, Teela found herself fighting alongside He-Man, Stratos, and her father, Man-At-Arms, against the forces of evil. Though hotheaded, Teela proved her courage and was the first to escape the traps of Castle Grayskull and confront Skeletor.

1983 FILMATION MOTU ANIMATED SERIES

The Filmation MOTU series presented a revamped backstory for Teela. Years before the appearance of He-Man, Man-At-Arms prevented Mer-Man from



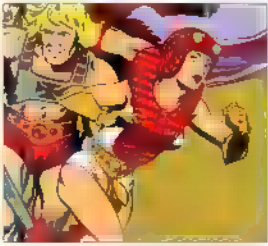
sacrificing Zoar to the sea demon Bakkull. Afterward, Man-At-Arms discovered a baby girl—the Sorceress's daughter Teela—in Zoar's nest. The Sorceress explained that she was unable to raise her daughter herself while she was faced with the enormous responsibility of guarding Castle Grayskull. Man-At-Arms became Teela's adoptive father and raised her at the Royal Palace. As she grew, she was taught battle skills by Man-At-Arms and learned the courtly ways of palace life.

As a teenager, Teela was taught in the City of Wisdom with the wizard Mallek, where both excelled in their studies. Mallek harbored romantic feelings for Teela, which she did not reciprocate. The strong-willed, independent Teela eventually became a highly respected captain of the Royal Guard. Her youthful hotheadedness and desire to take action occasionally led her to disobey her father's orders.

While searching for details about her past from the Oracle of the Crystal Sea, Teela learned that she was the daughter of the Sorceress of Castle Grayskull and would one day inherit her mother's role. After she learned this, her memory of this knowledge was magically suppressed by the Sorceress for Teela's own benefit. Teela had a subconscious bond with her mother, and although she could not understand it, she could often feel her mother's love. Still unaware of her destiny, Teela temporarily assumed the role of Sorceress on one occasion, when the Sorceress was banished to another dimension by Skeletor.

Teela's relationship with Prince Adam was a complicated one. Though they were often like siblings, they harbored romantic feelings for one another and often behaved like a couple who had never managed to progress their relationship. Teela was unaware that Adam and He-Man were one and the same, and often grew annoyed at Adam's apparent laziness, sharing his father's disappointment in his supposed lack of responsibility. She had a great romantic attraction to He-Man and often wished Adam could be more like him. On several occasions she flirted with He-Man, and she felt that her ideal man would be someone with Adam's wit and He-Man's courage. On one occasion she even let He-Man carry her all the way back to Eternos, under weak, half-hearted protests.

Teela carried a number of gadgets, weapons, and other tools with her. Among these were a grappling hook and a bolas. Her staff, unlike in other portrayals, was not cobra themed. Instead, the staff lengthened or shortened



as needed, and there was a second version with a diamond at its top.

1983 GOLDEN MOTU BOOKS

In the first wave of Golden books, Teela had a minor role and sported her snake armor. Later, her characterization changed both in personality and appearance to be consistent with the Filmation series.

1983 LADYBIRD MOTU BOOKS

Unlike in most other media, Teela was portrayed with blatant magical abilities in the Ladybird books, primarily channeled through her snake staff, Kobra. With Kobra, she could project fiery blasts, communicate with warm-blooded animals, sense danger, and call telepathically to He-Man for help. She frequently rode a golden horse into battle.



1983 ITALIAN PIÙ MAGAZINES

The Italian *Più* comics truly depicted Tee-La (as her name was spelled) as a warrior-goddess. These early stories combined elements of the Sorceress and Teela into one character. When Tee-La donned the cobra-headed Helm of Light and wielded the Scepter of Sorcery, she was granted divine powers. Only Tee-La had the privilege of calling upon the Spirit of Grayskull, and it was Tee-La who gave He-Man his magical armor and weapons. She could often be seen riding upon a magnificent golden unicorn.



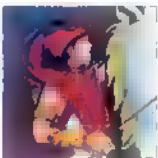
1984 UK WORLD MOTU ANNUALS

In the World annuals, Teela's romantic interest in He-Man was emphasized far more than in earlier depictions, as was her impatience and scorn toward Prince Adam. In addition to her usual skills in combat, she was also a highly trained martial artist.



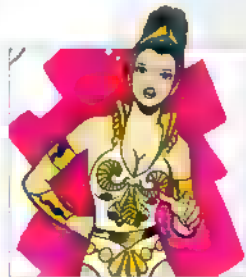
1984 GERMAN MOTU AUDIO PLAYS

Unlike their contemporary canons, the German audio plays depicted a Teela who was aware that her mother was Zoar, the Sorceress. She shared a psychic connection with her mother, allowing her to sense when the Sorceress was in danger.



1984 GERMAN INTERPART-CONDOR MOTU COMICS

Though largely consistent with other canons of this time, the German comics called Teela the Princess of Eternia, and she sported her snake armor during combat. Teela also was the only living being on Eternia who ever met both her past and potential future selves in the forms of an infant and an old woman.



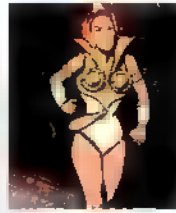
1986 BRAZILIAN EDITORA ABRIL MOTU COMICS

In the Editora Abril comics, Teela's deep love for He-Man was so powerful that it combined with the Sorceress's magic to bring He-Man back from the dead.



1986 MARVEL STAR MOTU COMICS

The Marvel Star comics introduced an alternate timeline created when the Sword of Power was transported thirty years into the future. In a world without He-Man, Skeletor conquered Eternia, and Man-At-Arms and the Sorceress were killed. Teela assumed her role as Sorceress and became cold and unemotional. She was unwilling to acknowledge her earlier identity.



1986 MOTU NEWSPAPER STRIPS

Though mostly consistent with her Filmation portrayal, the newspaper strips depicted a Teela who was more frustrated with her romantic attraction toward He-Man than in other media, seeking advice from the Sorceress and Lady Miranda. She had some history with Blade, though the exact nature of their prior interaction was unclear.

1986 UK MOTU COMIC MAGAZINES

The UK comics borrowed elements from earlier media, constructing a unique backstory for Teela. Shortly before she was born, Teela's father was killed in the Great Clone Wars, leaving her mother widowed. The Elders of Eternia selected her mother to become the Sorceress of Castle Grayskull, and so the Sorceress turned to Man-At-Arms, who agreed to raise Teela as his own.

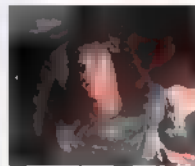
Man-At-Arms trained Teela in combat as a young child, noting her incredible skill. During her teenage years, he enlisted Teela in a cadet school. She proved to be the best in the class, and her first duty was as Prince Adam's bodyguard. At first frustrated at being a "babysitter" to the prince and annoyed by Adam's carefree nature, she eventually grew to enjoy the prince's company. She later became the first woman ever to hold the position of Captain of the Guard.

Teela had a very tough exterior and did not like to be seen displaying emotion or affection, but deep down she was warm hearted and sensitive, and cared deeply for those around her.



1987 MOTU FILM

Teela was shown wielding a laser pistol throughout the 1987 film. Headstrong and outspoken, she expressed her disgust that Earthlings ate meat. She showed some mild jealousy when He-Man protected Julie, but remained brave and loyal.



1987 GERMAN EHAPA MOTU COMICS

The Ehapa comics offered some variation in the details of Teela's characterization. Growing up and studying alongside Prince Adam, Teela earned the nickname "Princess of Eternia." Similar to her depiction in the Ladybird books, she had the ability to communicate with good-natured animals.



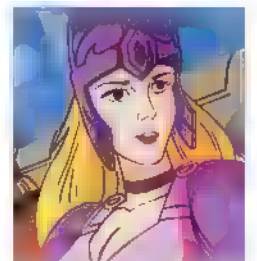
1987 ITALIAN MAGIC BOY MAGAZINES

In addition to her skills as a warrior, Teela could communicate with all the good animals of Eternia in the Italian *Magic Boy* comic magazines.



1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES

Somewhat furthering earlier depictions of Teela, the *New Adventures* animated series presented a story line where a blond Teela traveled from a peaceful Eternia to the future. She visited He-Man for a short time. Though her presence sparked some jealousy in Mara, the women struck up an alliance before Teela returned home.



2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES

Though mostly consistent with post-Filmation depictions of the character, Teela was portrayed as a brash sixteen-year-old girl in the MYP animated series who intended to follow in the footsteps of her adoptive father. She was a high-skilled combatant but was reckless on occasion. After receiving a blood transfusion from the Sorceress following an injury, Teela temporarily gained

TEELA



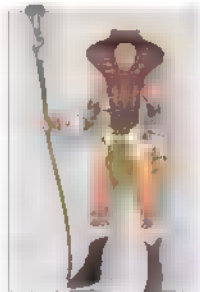
the ability to read other people's minds, which Evil-Lyn used against the heroes. Teela felt an unexplained connection between herself and the Sorceress and was eager to look further into this, but she was dissuaded by the Sorceress herself. Despite being younger in this canon than in other media, Teela retained her position as captain of the Royal Guard.

2002 MVCREATIONS MOTU COMICS

Furthering her MYP portrayal, the MVCreatations comics provided a glimpse into Teela's psyche when Scare Glow revealed her greatest fear—failing and being clumsy. Teela was depicted as very emotional and caring in the comic; her sibling-like interactions with Prince Adam highlighted this.

**2008 MOTU CLASSICS**

Drawing from multiple sources, the Classics canon blended many concepts of Teela's character and added fresh details of its own. While a young girl looking through old storerooms in Man-At-Arms' workshop, she found the Staff of Ka—a powerful weapon used by the Snake Men in ancient times. She



took the staff for her own; it allowed her to track her foes' every move. Her skills advanced, and at age eighteen she became captain of the Royal Guard.

When the Sorceress was poisoned by King Hssss's venom, she summoned Teela to the Elders' training citadel. There, she revealed that Teela was her daughter and clone, created by Skeletor's magic. As the Sorceress's heir, Teela had to take her place when she succumbed to Hssss's venom. Though skeptical, Teela eventually agreed to accept her new role as the Sorceress of Grayskull, guiding He-Man and the Masters of the Universe as her

mother had and participating in the Second Ultimate Battleground.

During the war, Teela married He-Man, becoming queen of Eternia, and remained on Eternia when He-Man pursued Skeletor into space. In her husband's absence, she gave birth to their son, Dare. Upon his return, He-Man moved the royal seat of power to Grayskull and united the family while allowing Teela to preserve her role as Sorceress.

Teela fought the Unnamed One and participated in the Third Ultimate Battleground, after which she ruled Eternia alongside He-Man while their son furthered the battle between good and evil.

While He-Man searched the cosmos for She-Ra, Teela guarded Castle Grayskull as its Sorceress and raised Dare with the help of Randor and Marlena. Sensing that Dare might be called to protect Eternia, Teela summoned the Goddess to train him. Teela further formed a new Council of Elders, comprised of spell-casters, to protect Eternia from mystical threats. When He-Man returned, Teela became Queen of Eternia, but her role as guardian seemed to end when the Unnamed One destroyed Castle Grayskull. However, Teela retained her powers as Grayskull's magic could never be truly destroyed. Eventually, she and her new Council of Elders restored the Castle with the help of a resurrected Keldor.

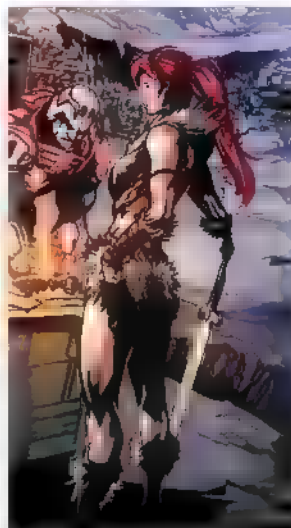
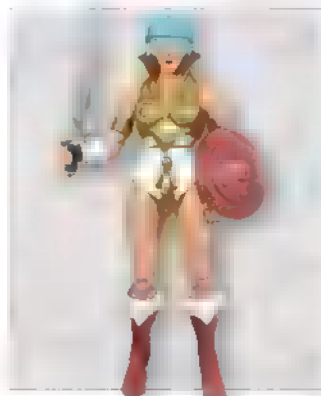
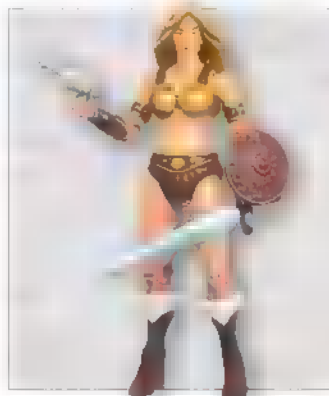


IMAGE COURTESY OF DC COMICS

2012 DC MOTU COMICS

The 2012 DC comics adapted much from earlier canons, molding Teela's character into something both new and recognizable. As a child, Teela spent a great deal of time alone until she met Adora, a girl only she could see and whom she later dismissed as imaginary. Joining the Royal Guard and rising quickly through the ranks, Teela was tasked with Prince Adam's security, unaware that she and the prince were secretly betrothed.

Unlike in the Filimation series, Teela's journey to the Oracle of the Crystal Sea for answers about her mother took place when she was nine years old. Though the trip was unsuccessful, she proved herself brave and self-reliant. She survived on her own for three months before Man-At-Arms rescued her. She never learned

about her destiny until after the Sorceress's death.

Thrown into the heart of the Starseed by King Hssss during a battle in Subternia's Ring of Eternity, Teela perished and was reborn as the new Sorceress, worshiped as the Sorceress of Serpos, whom the Snake Men saw as the mouthpiece to the Goddess. Teela proclaimed Adam the new king and guided Adora to her destiny as She-Ra. With Eternia conquered by the Horde, she united the Snake Men and the Masters of the Universe against the Horde.

After the forces of evil were defeated in the Eternity War, Teela reverted to her human-looking state, and her skin was no longer green. She married King Adam and became queen of Eternia.



IMAGE COURTESY OF DC COMICS

TRIVIA: Teela began the 2012 DC series with blond hair but appeared at the memorial of the Sorceress with red hair, and thenceforth she appeared with strawberry-red hair, even in flashbacks to her youth. Her costume also evolved from a variation of her traditional look to body armor like that of the Royal Guard.

TELZY



1985 FILMATION POP ANIMATED SERIES

Telzy was the three-year-old daughter of Sunder and Mally. She had a great deal of personality and cited her father as her hero.

THAD (I)



1980 FILMATION MOTU ANIMATED SERIES

Thad was one of the many pages at the Eternian Royal Palace. Somewhat despondent about the way he was treated, he sought to be as popular as the Heroic Warriors. Stumbling upon the Jewel of the Gryphon, he found that people paid attention to him when he had it in his possession. When the Gryphon attacked the Royal Palace and wrought much disaster upon the kingdom, Thad proved himself to be as brave as the heroes that he admired.

THAD (II)



1985 FILMATION POP ANIMATED SERIES

Thad was the son of Mach the woodcutter and brother to Kyle, with whom he played in and around their house. The pair would often forget their responsibilities, which on one occasion led to the disappearance of Mach's axe. Both Thad

and Kyle fabricated a story that caused a great deal of trouble, and they were subsequently grounded by their father.

THE TINGLER



OTHER

Herman

SPECIAL ABILITIES

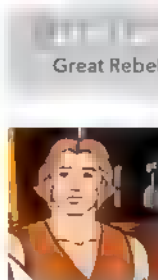
Superhuman strength

1983 FILMATION MOTU ANIMATED SERIES

Herman was a giant but gentle hermit who lived in a cave in Mount Fear, overlooking the village of Ruxtown. Periodically, he would go down to the village for water from the old well. However, the residents of Ruxtown were frightened by his gigantic appearance, and rumors spread like wildfire of a terrifying and dangerous monster called The Tinger that lived on Mount Fear. Eventually, when the urban legend of the Tinger was investigated by Prince Adam and Teela, they found that Herman was no monster; he was, in fact, kind and friendly. When Herman saved the life of the peasant woman Emma, he finally won the villagers' favor and was accepted among them. He and Emma then began to fall in love.

TRIVIA: Writer Rowby Goren named the character "Herman" after the 1960s band Herman's Hermits.

THERIN



1985 FILMATION POP ANIMATED SERIES

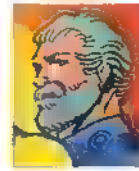
Therin, Barris, and Vesser discussed rebelling against the Horde from the village of Gailbreth. When Shadow Weaver stole Therin's voice,

he aided the Rebels. When his voice was returned, Therin pledged himself to the Great Rebellion.

THOM-SHEL

SPECIAL ABILITIES

Engineering
Robotics



1986 UK MOTU COMIC MAGAZINES

Thom-Shel was the greatest scientific genius and robotics engineer on the planet Sनावे. He was also the father of Dash-Shel, Sनावे's greatest athlete,

who would go on to become the Heroic Warrior Sy-Klone. When Sनावे was invaded by the Horde, and Dash-Shel took it upon himself to become the planet's defender, Thom-Shel shared his son's determination to defeat the Horde and provided his son with great technological weapons to use in his battles against the evil forces. When Dash-Shel was fatally injured in a Horde attack, Thom-Shel saved his son's life by using his scientific genius to convert Dash-Shel's damaged body into a powerful cyborg form, marrying the best of robot and human design. Thom-Shel converted Dash-Shel into the fastest living being in the universe: the mighty warrior Sy-Klone.

TIK TOK

SPECIAL ABILITIES

Sorcery
Teleportation



1983 FILMATION MOTU ANIMATED SERIES

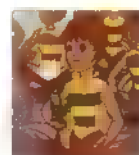
Tik Tok was a scatterbrained, two-headed, four-armed wizard from the planet Omiros with great power. He ensured his planet remained at peace.

His heads had the habits of speaking at the same time and finishing one another's sentences.

TIKE

Bee People

Flight



1983 FILMATION MOTU ANIMATED SERIES

A very young member of the Bee People, Tike wanted to play a greater role in the defense of the Bee People's home.

TOGAR

TOGAR



Rock People

Brute strength
Body of stone

1983 FILMATION MOTU ANIMATED SERIES

Though he was one of the peaceful Rock People who dwelled in the underground caverns of Eternia, Togar was an exception and wanted to rule his people. He was often in direct competition with Rabar, as they both believed that a weapon made a leader. When Togar acquired Man-At-Arms' laser, he endangered his entire race. He eventually saw the error of his ways.

TORM

Dragons of DarkSmoke



1983 FILMATION MOTU ANIMATED SERIES

The youngest Dragon of DarkSmoke, Torm had a unique personality. Soft spoken and gentle, he wished to marry Lyra, a human woman. He was transformed into a human, sacrificing his lengthy lifespan as a dragon for the sake of love.

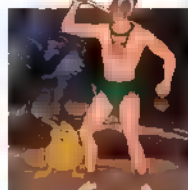
TOM-SERN



1986 UK MOTU COMIC MAGAZINES

Tom-Sern was a young bully from a village in the Fright Zone on Eternia. The main target of his bullying was a disabled boy named Par-Ker. Tom-Sern idolized and identified strongly with Hordak and the Horde. After winding up in Hordak's clutches and witnessing a moment of courageous self-sacrifice by Par-Ker, Tom-Sern had a change of heart and learned the true difference between good and evil.

TONDY

Beast Warriors
Beast Protectors

1985 FILMATION POP ANIMATED SERIES

J'Milla's son Tondy was a young member of the Beast Warriors, a jungle tribe. Desperately wanting to become a warrior, he needed to slay an animal as a rite of passage. After an encounter with Adora, Tondy had a change of heart. He, his father, and his uncle Korg established a new tribe—the Beast Protectors.

TORVUS



1987 ITALIAN MAGIC BOY MAGAZINES

Torvus was a mad scientist in the employ of Skeletor. In the Italian Magic Boy magazine, he created the rampaging giant called Megator. Torvus was balding with long white hair and had a mad gleam in his eyes. He wore a lab coat and glasses.

TOM-SUN

Mesmeric Fiddle

1986 UK MOTU COMIC MAGAZINES

Tom-Sun was a beggar, artist, and master fiddler from the village of Sven-Town in the North Fields of the Fright Zone on Eternia. By playing his mesmeric fiddle, he could control the minds and thoughts of others. He usually did this to manipulate people into giving him money, and the villagers viewed him as a con man. But his ability came in handy when the council hired him to drive away Hordak's tax collector, Grizzlor, when he came to collect the taxes they were unable to pay.



TORGUL

Grand Vizier

1983 MOTU MINICOMICS

Torgul was the elderly father of Maran. He was a goodhearted soul who cared deeply for his daughter. The evil Geldor took advantage of the fact that Torgul knew the whereabouts of the Secret Liquid of Life and threatened to harm Maran unless Torgul told him where to find the fabled elixir.

2008 MOTU CLASSICS

The Classics canon altered some details of Torgul's history. Dubbed grand vizier and chief adviser to Prince Dakon, Torgul was captured by Geldor in the latter's bid for immortality.



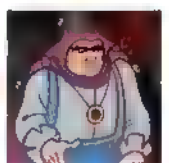
TOYMAKER

Toy bear
Toy soldier
Toy dinosaur

Magically controlling toys

1983 FILMATION MOTU ANIMATED SERIES

The Toymaker was a wandering freelance villain who wanted to join Skeletor's Evil Warriors. He sought to impress Skeletor with his fiendish toys, which looked innocent but came to life under his magic. They were capable of growing many times their original size and causing great destruction.



TRAP JAW

Wizard of Weapons

Kronis
Jaw
Trojan

Evil Warriors
Demons of Evil

Metal jaw
Cybernetic arm with weapon
attachments

Biting
Swapping mechanical arm
attachments
Inventing

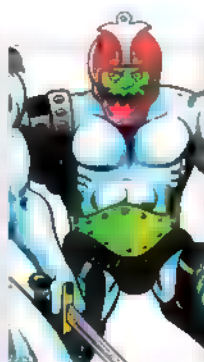


1982 DC MOTU MINICOMICS

Trap Jaw, an interdimensional cyborg criminal, had a metallic lower jaw and a mechanical arm to which he could attach various forms of weaponry. His metal jaw could deliver a devastating bite, and his gun arm attachment fired intense energy blasts. An iron loop on top of his helmet allowed him to make an escape or slide down to attack his enemies by threading a rope through it.

While on the run from his would-be captors, Trap Jaw came to Eternia by accident through a dimensional portal created by Skeletor. He arrived inside Castle Grayskull, which imbued him with immense power. Only the combined might of He-Man and Skeletor's merged Power Swords stopped him from overthrowing Eternia. After Trap Jaw's defeat, Skeletor claimed him as a new warrior servant.

TRIVIA: Trap Jaw's color scheme in the minicomics differed dramatically from that of his action figures; his body was yellowish green instead of blue, and his mechanical arm and jaw were both a metallic silver rather than blue and red, respectively. He also sported furry boots instead of futuristic thigh high boots.



Trap Jaw's most frequently used arm attachment was his hook, while his plethora of other attachments enabled him to shoot out bursts of energy or fire, knock down structures, grab objects, and lower individuals from great heights.

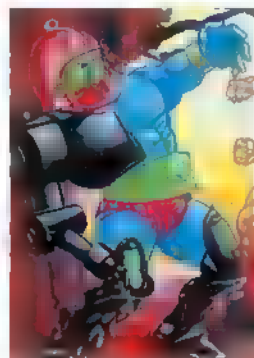
1984 UK WORLD MOTU ANNUALS

The World annuals filled in more of Trap Jaw's backstory. A cosmic criminal, Trap Jaw was imprisoned at the Prison Star, the most secure prison in the universe. One of its most vicious inmates, Trap Jaw escaped and quickly allied himself with Skeletor.

1984 GERMAN MOTU AUDIO PLAYS

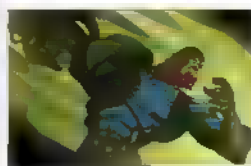
The German audio plays provided a wholly different and tragic origin for Trap Jaw. Originally a benign engineer named Jaw, he rescued a child, who was chained to the ground, from being run over by Skeletor's tank. Though he succeeded, Jaw was struck by the vehicle, injuring his arm and jaw. Skeletor saved the unconscious Jaw's life, replacing his arm and jaw with cybernetic parts, but also manipulated his brain, wiping all memory of his past life. Now Trap Jaw, he served as Skeletor's slave and personal bodyguard.

Trap Jaw displayed some acting ability in the German audio plays, infiltrating the heroes' ranks as the good-natured Trojan from the Isles of the Star Bridges. It was not known if Jaw indeed originated from said Isles or if this was merely part of his act.



1985 FILMATION POP ANIMATED SERIES

In his final Filmation appearance, Trap Jaw, once again teamed up with Beast Man, overthrew Sweet Bee's entire race and demonstrated a new attachment which allowed him to fly.



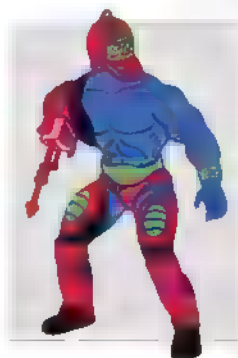
2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES

The MYP series gave a new and mysterious glimpse into Trap Jaw's origins. First appearing as Kronis, he was a blue-skinned member of Keldor's forces who was part of the assault

1983 FILMATION MOTU ANIMATED SERIES

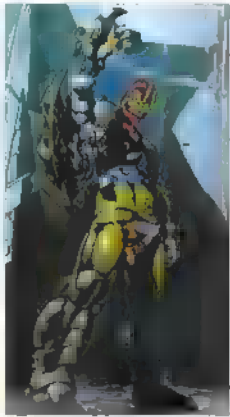
The Filmation MOTU series expanded on Trap Jaw's characterization. The gruff-voiced Trap Jaw was a skilled mechanic and inventor. Dubbed "the Wizard of Weapons" by Skeletor, he created all of his arm attachments and maintained and manufactured many instruments of destruction. His metallic jaw enabled him to bite through almost any substance on Eternia, and he could swallow and digest anything he ate. He could ingest the powerful substance known as Eternium, temporarily granting him strength equal to He-Man's.

Trap Jaw worked well with Beast Man, and they were frequently paired to carry out missions. He occasionally struck out on his own, and even maintained his own base of operations in the Sands of Time when he teamed up with Lord Masque.



TRAP JAW

on the Hall of Wisdom. Trap Jaw only sported his green face, metallic jaw, and cybernetic arm years later as one of Skeletor's Evil Warriors. As in the Filmation series, he could ingest certain metals—Eternium, which gave him additional strength, and Deterium, which sapped it.



Though somewhat dull witted, Trap Jaw was a fierce and loyal warrior on the battlefield who displayed a more lighthearted side behind closed doors.

2002 MVS COMICS

Building on his portrayal in the MYP animated series, the MVS Comics presented details about Kronis's transformation into Trap Jaw. After Skeletor and his forces were trapped behind the Mystic Wall, Kronis questioned Skeletor's authority and was banished from Snake Mountain to survive on his own on Eternia's Dark Hemisphere. Kronis amassed an enormous army and assaulted his former master's stronghold. He confronted Skeletor and was met with crippling blows to his face, jaw, and arm. Impressed by Kronis's inge-

nuity, Skeletor spared his life. Tri-Klops fashioned the metallic jaw and cybernetic arm that became his trademark weaponry.

Evil-Lyn remarked that Trap Jaw was a coward after all. Trap Jaw revealed that he was serving Skeletor but would betray and kill him when he saw his chance.

2008 MOTU CLASSICS

In Classics, Kronis was an insane criminal from the Dimension of Infinita. For a time he worked as a thief and mercenary alongside his friend Scychor, but Kronis betrayed him to escape from a Horde Patrol. Later Kronis was an inmate in an intergalactic prison until Keldor freed him and several other Evil Warriors to fight at his side. Kronis became Trap Jaw in a manner similar to the events in the 2002 MVS Comics canon, but as Trap Jaw he was a loyal warrior of Skeletor and fought alongside him against their enemies in the Second Ultimate Battleground.

**2012 DC MOTU COMICS**

The 2012 DC comics offered yet another backstory for Trap Jaw. Kronis was a shady trader who dealt in weapons, technology, and information, offering his wares to the highest bidder. During a robbery, He-Man threw a crushed blaster rifle at Kronis to prevent his escape and shattered his jaw. He took Kronis a long time to travel back to his workshop. He lost a lot of blood and

only the nanites at his workshop managed to save his life, transforming him into Trap Jaw. The nanites provided Trap Jaw with a cybernetic right arm, which he could transform at will into different weapons.

Unlike in other canons, Trap Jaw was not especially loyal to Skeletor. He played the heroes and villains against one another. He wanted to exact revenge from He-Man and claimed to be playing "the long game."

During the final battle with Skeletor, a bomb went off in Tri-Klops's visor. Trap Jaw and Beast Man were caught in the explosion and appeared to have perished.

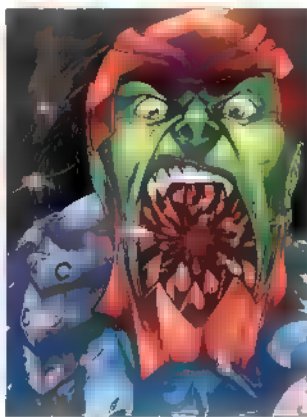


IMAGE COURTESY OF DC COMICS

TRAP JAW II



Skeleteen's Evil Warriors

Arm cannon

Biting

2008 MOTU CLASSICS

Trap Jaw II was an Evil Warrior recruited by Skeleteen and Evil-Lyn on the Moon of Droom. He fought in the Third Ultimate Battleground for Skeleteen and the Unnamed One. Surviving the conflict, he remained loyal to Skeleteen during his ongoing battles with Prince Dare.

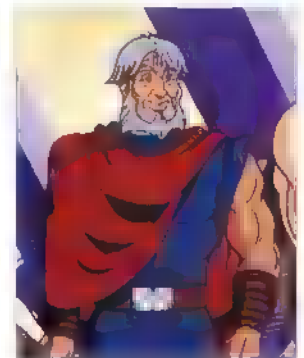
TRIVIA: Trap Jaw II resembled a more cybernetic version of Trap Jaw, although no connection was established between the two warriors, apart from their names and appearances.

TREYLUS

Staff

1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES

Treyllus was an intergalactic trader and space captain of the *Startrader*. A former schoolmate of Master Sebrian, Treyllus referred to him as an old bookworm. Treyllus stated that he owed his own youthful appearance and vigor to a thirst for adventure.

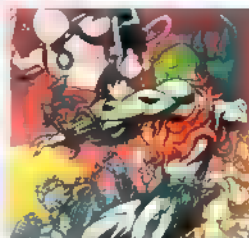


TRI-BEAST

Revenge Squad

Clawed right hand

Detaching appendages

**2008 MOTU CLASSICS**

Tri-Beast was a member of Lady Slither's Revenge Squad. He arrived on Trolla through a crack in space-time made by the Unnamed One.

TRIVIA: Tri-Beast's concept name was Three-Beast, but it was changed for his minicomic appearance.

TRI-KLOPS

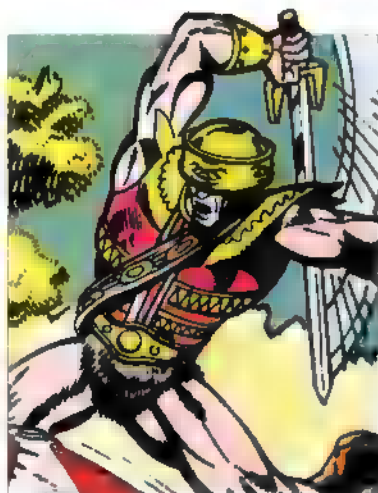
Evil Spy for Skeletor
The Hunter
The Scout of Evil

Dr. T. E. Scope
Trydor Esooniux Scope
Tri-Klops, the Hunter

Evil Warriors
Monster Warriors
Demons of Evil
Evil Horde
Earthlings

Longsword

Panoramic vision
Night vision
Distavision
Gammavision
Heat vision
Projecting energy blasts,
bright lights, fireballs, and
lasers from eyes
Swordsmanship
Superhuman strength
Inventing



1982 DC MOTU MINICOMICS

An expert fighter, bounty hunter, and swordsman, Tri-Klops wore a mechanical visor with three eyes. The eyes endowed him with panoramic vision—capable of seeing in all directions at once. Additionally, he could use specific eyes to see in total darkness, project bright light to blind his enemies, and observe over great distances.

Known as the Hunter, Tri-Klops was a magnificent fighter with incredible strength and reflexes. He was once able to knock Battle Cat unconscious

with just one punch. Tri-Klops came into Skeletor's service when the Lord of Destruction hired him to defeat He-Man. Tri-Klops eagerly accepted this opportunity to test He-Man's title of "the most powerful man in the universe." Tri-Klops was ultimately bested by He-Man, but not before the three-eyed warrior defeated Battle Cat, Ram Man, and Teela.

Despite his evil leanings, Tri-Klops displayed a certain nobility. He saved He-Man from a cowardly sneak attack by Skeletor. Nevertheless, he remained in Skeletor's employ.

TRIVIA: Tri-Klops may have teleported himself in his first minicomic appearance, though it is unclear how he would have been able to do this, for he appeared to possess no other mystical powers. It is more likely that Skeletor teleported him, though this was not explicitly stated.

1983 FILMATION MOTU ANIMATED SERIES

Tri-Klops appeared only rarely in the Filmation series and was portrayed as cunning, quiet, and reserved, without the typical humorous bumbling that characterized many of the Evil Warriors. Unlike in his minicomic appearance, his three eyes were different shapes. A square eye provided normal vision, a triangular eye provided Gammavision to see through solid objects and project energy blasts, and a circular eye provided Distavision to see over great distances.



Tri-Klops worked best when teamed with Evil-Lyn, but unlike her, he was completely loyal to Skeletor and was very cautious about betraying his master. His greatest weakness came in the form of severe dizziness and blurred vision if his visor was spun by an adversary.

1983 GOLDEN MOTU BOOKS

The Golden books provided a backstory for Tri-Klops. Originally from Earth, Dr. T. E. Scope served as a scientist aboard Marlena's spaceship. When the ship crashed on Eternia's Dark Hemisphere, a great evil magic transformed Dr. Scope into Tri-Klops.



1984 UK WORLD MOTU ANNUALS

The World annuals established Tri-Klops as a mercenary and bounty hunter hired by Skeletor to boost his ranks. In contrast to the Filmation series, his Gammavision enabled him to see around corners.

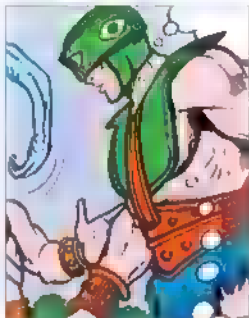
TRI-KLOPS

**1984 GERMAN MOTU AUDIO PLAYS**

Though mostly consistent with other portrayals, the German audio plays gave Tri-Klops the strange ability to telepathically communicate with Faker, seeing through the robot's eyes from afar. It remained unclear whether his visor granted him this ability or if Tri-Klops had telepathic abilities on his own. As the Scout of Evil, he was a valuable spy for Skeletor and generally worked alongside Beast Man and Trap Jaw.

1986 UK MOTU COMIC MAGAZINES

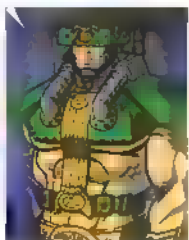
TRIVIA: Tri-Klops sported a bizarre orange and purple costume in one of his UK comics appearances.

**1986 BRAZILIAN ESTRELA MOTU MINICOMICS**

The Brazilian MOTU minicomics presented a different side of Tri-Klops. When he was betrayed by Skeletor and the other Evil Warriors, Tri-Klops was stranded with He-Man in another dimension. The enemies worked together to survive and escape. Afterward, Tri-Klops assured the Heroic Warriors that his path would always be evil, though he expressed some doubts to himself about whether or not he was making the right choice.

2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES

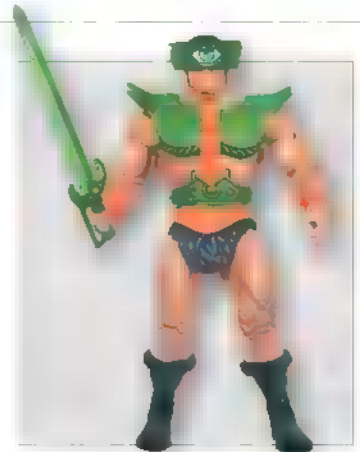
In contrast to other canons, the MYP series established Tri-Klops as a cunning and ingenious inventor. He developed a wide range of devices and vehicles from his workshop at Snake Mountain to assist in Skeletor's conquest of Eternia. While Tri-Klops never plotted to betray Skeletor as Evil-Lyn would, the crafty inventor did occasionally venture out on his own, on one occasion attacking the Royal Palace with an army of Bone Warriors. He also dispatched Doomseekers on reconnaissance missions. His visor could project beams of varying colors and fireballs, provide telescopic vision, interface with equipment, and scan and analyze energy fields.

**2002 MVMCREATIONS MOTU COMICS**

Following in the footsteps of the MYP animated series, the MVMCreations comics presented some details regarding Tri-Klops's backstory. One of Keldor's earliest recruits, he started off as a swordsman who was blinded by a magic spell and wound up in Keldor's servitude. He was later given the visor which, enhanced with magic, provided him with a variety of abilities and also forced him to serve Skeletor loyally.

2008 MOTU CLASSICS

The Classics canon blended details from earlier portrayals in its own biography for Tri-Klops. Trydor Esooniux Scope was an interdimensional bounty hunter and tracker when Skeletor recruited him during the Great Unrest. An accident blinded the warrior, prompting him to employ his talent for invention by creating his tri-optic visor to regain and enhance his sight with Gammavision, Distavision, and night vision. He created cybernetic enhancements for other Evil Warriors as well, including Trap Jaw and Jitsu, and built Faker.

**2012 DC MOTU COMICS**

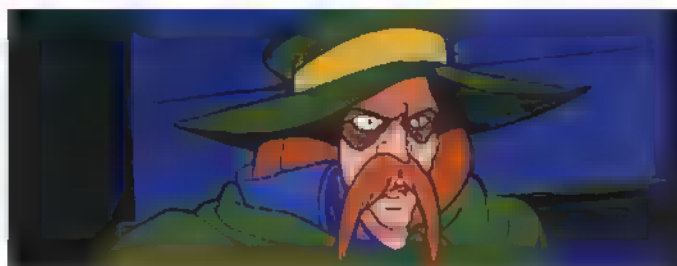
The 2012 DC comics portrayed a Tri-Klops who swapped allegiances on more than one occasion between the Horde and Skeletor's Evil Warriors. He was tasked by Hordak to obtain He-Man's blood, a mission which he successfully completed.

During the final war, Tri-Klops was revealed as a double agent who had been working for Skeletor all along when he turned off the force field surrounding Castle Grayskull. He captured Man-At-Arms when he returned from orbit and subjected him to the Slime Pit. Unbeknownst to Tri-Klops, Man-At-Arms planted a small explosive inside his visor. During the final war, Tri-Klops was revealed as a double agent who had been working for Skeletor all along when he turned off the force field surrounding Castle Grayskull. He captured Man-At-Arms when he returned from orbit and subjected him to the Slime Pit. Unbeknownst to Tri-Klops, Man-At-Arms planted a small explosive inside his visor. When the bomb went off it vaporized Tri-Klops, along with Beast Man and Trap Jaw, and knocked out the shields around Grayskull, this time allowing the heroes to enter the castle.



IMAGE COURTESY OF DC COMICS

TRILLOCK



Ugly Bunch

Blaster

1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES

Trillock was the leader of a criminal gang called the Ugly Bunch and elder brother of Bi-Lock the Kid. Trillock was said to be even tougher than his brother. He and his men attempted to free Bi-Lock when he was imprisoned in the Gorn City jail. He was defeated by He-Man and Meliac, ending their reign of terror.

TROG



Dwarves

Sword

Mining

1983 LADYBIRD MOTU BOOKS

Trog was the leader of the dwarves of the Ice Mountains. He was close friends with Man-At-Arms, who often visited to purchase the metal that the dwarves mined.

TUB

Sorcery

1985 UK WORLD POP ANNUALS

Tub was a famous wizard who lived in the village of Bluestones in the Orange Mountains. His nephews were Rubadud and Dub. He and the other villagers were taken away when the Evil Horde invaded and were under Shadow Weaver's control for a time.

TUFOS

2008 MOTU CLASSICS

Tufos was an Avonian general who led Avion after Stratos's death. When Hawke discovered that Tufos was secretly allied with the evil Order of Damon, he was exiled.

TUG O'WAR

Heroic Master of the
Cosmic BalanceFlight
Space Travel

Masters of the Universe

Magic Lasso

2008 MOTU CLASSICS

Tug O'War appeared when the Unnamed One cast the Spell of Separation, threatening to destroy Eternia. While an alliance of good and evil spell casters organized by the Sorceress Teela was unable to counteract the Spell of Separation, Tug O'War's magic lasso encircled the planet and held the two hemispheres together easily. Tug O'War claimed that he only appeared when the balance of the scales needed to be tipped, presumably to restore balance rather than create chaos. With Eternia safe, Tug O'War departed through a space portal, declaring that his work was finished and the Eternians would not see him again.

TRIVIA: Tug O'War's appearance was based on that of a warrior participating in a tour of war in one of the vintage minicomics. His lasso was also modeled after John Blackstar, the hero of the Filmation animated series *Blackstar*.

TULLAMORE

Magic
Teleportation

1983 FILMATION MOTU ANIMATED SERIES

Tullamore was Skytree's loyal Treeprechaun and protector of the Forgotten Forest. His numerous magical abilities were connected to the forest. He was charming but very protective of his home. Tullamore became enraged if he felt his home was being threatened.

TUNG LASHOR

Evil Snake Men Creature
with the Venomous Tongue

Kasssher
Tung
Tung Lash

Sneke Men
Evil Horde
Evil Warriors
Monster Warriors
Heroic Warriors

Snake staff
Dragonfly crossbow

Lashing foes with tongue
Secreting paralyzing toxin
from tongue
Encasing enemies in venom
shell
Lock picking
Hypnosis
Control over giant flying frog
Projecting laser from mouth



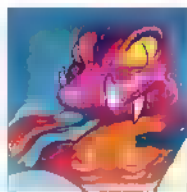
1983 MOTU MINICOMICS

The minicomics' portrayal of Tung Lashor differed in some key ways from his other appearances. He resembled his vintage action figure and sported a bright pink and purple color scheme. A boastful braggart, Tung Lashor served King Hiss in Preternian times. When Hiss and the other Snake Men were banished to the Void, Tung Lashor and

Rattlor escaped and went on to serve the Horde until King Hiss was released from his imprisonment, at which time they returned to their king. Tung Lashor's tongue secreted a toxin which, after making contact with a victim's skin, slowly spread and hardened, paralyzing them.

1984 UK WORLD MOTU ANNUALS

The World annuals gave Tung Lashor the ability to spray venom at his enemies and encase them in an unbreakable shell, in addition to his paralyzing tongue. Possessing something of a sense of humor, Tung Lashor would lash his tongue at his fellow Snake Men just to shake them up.



1984 GERMAN MOTU AUDIO PLAYS

The German audio plays gave Tung Lashor a different flavor, adding lock picking to his list of abilities. When nervous, he would begin to lisp and stutter.

1985 FILMATION POP ANIMATED SERIES

A snake-like member of the Evil Horde, Tung Lashor was enthusiastic about his work, but his keenness to use his tongue-lashing ability was a frequent source of annoyance to his allies, and he showed disdain toward those in authority. He was highly competent in battle and was entrusted to carry out important missions, such as raiding a village and burning all its history books. He even became a schoolteacher on one occasion, tasked with teaching a class of young children a manipulated version of history to convince them to follow the Horde. His tongue could extend to incredible lengths and be used as an additional limb. He captured enemies, manipulated vehicle controls, and more with his tongue. This angered Hordak, as Tung Lashor's saliva was left all over the



equipment. He was often paired with Rattlor and would translate Rattlor's rattling-tail communications.

Although a member of the Horde, Tung Lashor was depicted on one occasion working alongside Skeletor and the Evil Warriors on Eternia, while still wearing the Horde insignia on his chest. Skeletor himself showed an uncharacteristic fondness and favoritism toward Tung Lashor.



TRIVIA In the Filmation series, Tung Lashor's name changed between episodes. In one episode he was addressed as "Tung" and in another as "Tung Lash."

1986 MARVEL STAR MOTU COMICS

In contrast to earlier canons, Tung Lashor, alongside Rattlor, emerged at King Hiss's side when Hiss was released from his tomb.

1986 UK MOTU COMIC MAGAZINES

In the UK comics, Tung Lashor was among those Snake Men released from the Cosmic Pool and was initially depicted as yellow with bright red lips.



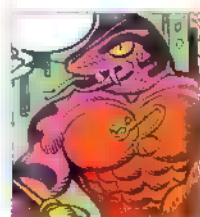
1986 BRAZILIAN ESTRELA MOTU MINICOMICS

In a departure from other depictions, Tung Lashor appeared in the Brazilian MOTU minicomics as an independent villain who used his long tongue to strangle his foes. His tongue's venom caused severe searing pain in his victims that worsened over time. The venom could only be counteracted with the bulb of a particular plant. He used his hypnotic gaze to force others to do his bidding. Further, he maintained control over a giant flying frog which he sometimes rode into battle.

Tung Lashor terrorized and enslaved a race of teddy-bear-like creatures of the swamp, forcing them to carry him on a litter and prepare his meals.

1987 GERMAN EHAPA MOTU COMICS

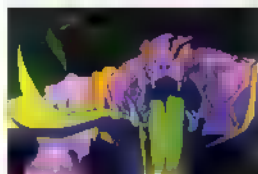
In the Ehapa comics, Tung Lashor was said to be extraordinarily malicious and outright nasty. He often used his tongue like a whip with a poisonous tip.



Additionally, he could project lasers from his mouth during battle. Though Tung Lashor was ■ Snake Man serving under King Hiss, the Snake Men were often allied with the Evil Warriors or the Horde, and so he frequently fought among their ranks as well.

2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES

The MYP animated series depicted ■ much larger Tung Lashor who was loyal to King Hssss and extremely disdainful of Kobra Khan, whom he regarded as inferior.



2008 MOTU CLASSICS

The Classics provided a few interesting changes and details about Tung Lashor. Originally named Kasssher, Tung Lashor was one of the most brutal and vicious of the Snake Men. Evil-Lyn magically brainwashed him to serve Skeletor for a time. Though he returned to King Hssss's service, both he and Rattlor defected to the Horde when Kobra Khan manipulated King Hssss into promoting him over them.

When the Horde and the Snake Men joined forces during the Second Ultimate Battleground, Tung Lashor

fought against the Masters of the Universe. He was destroyed with the rest of the Snake Men when Orko cast the Spell of Separation.

2012 DC MOTU COMICS

The DC comics portrayed Tung Lashor as one of the Snake Men who worshiped Teela, the Sorceress of Serpos. A general of the Snake Men army, Tung Lashor commanded a Saurian Calvary near Mount Zoar, fighting against the Horde. He was destroyed when King Hssss took his final revenge.

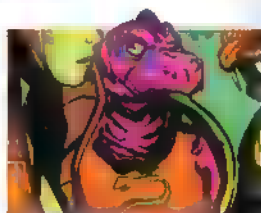


IMAGE COURTESY OF DC COMICS

TUNG LASHOR II

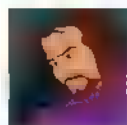


Skeleteen's Evil Warriors

2008 MOTU CLASSICS

Tung Lashor II was an Evil Warrior recruited by Skeleteen and Evil-Lyn on the Moon of Droom. He fought in the Third Ultimate Battleground for Skeleteen and the Unnamed One. He was a reptilian being with a long, sticky tongue. It was unknown whether he had any connection to the original Tung Lashor.

TURRON



1985 FILMATION POP ANIMATED SERIES

Turron was a kindly man who was imprisoned by the Horde on Beast Island in an effort to blackmail his daughter Lohni. Selfless and loving, he was willing to spend the rest of his life imprisoned if it ensured Lohni's safety.

TUSKADOR

Insyzor

Armored tusks

Galactic Guardians

Hand-to-hand combat



1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES

Tuskador was one of the Galactic Guardians' later recruits, joining the team with Artilla and Spinwit. He was visiting ■ soldier at the Primus space base and volunteered to go on an extremely dangerous mission. Afterward, he was made a full-time member of the team.

Tuskador wore a helmet with elephant-like tusks that he used in battle when charging his opponents or to toss them aside. He was an intelligent and strong fighter, capable of deducing his enemies' strengths and weaknesses. He assisted in the training of new recruits to the Primus military and the Galactic Guardians.

TRIVIA: In Europe, Tuskador's action figure was marketed as "Insyzor."

TWISTOID

TITLES

Evil Energy Cyborg

WEAPONRY

Scythe
Terror Gears
Whirling Sword

AFFILIATIONS

Evil Warriors
Energy Zoids

SPECIAL ABILITIES

Spinning to move at incredible speed
Storing up energy to burst into super rampage



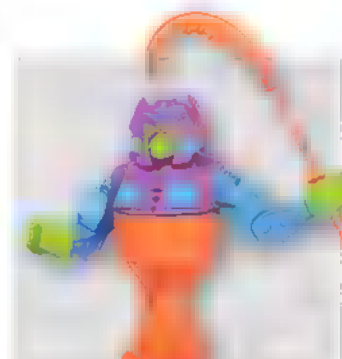
1983 MOTU MINICOMICS

Twistoid was an Energy Zoid robot created by Skeletor, who used Man-At-Arms' stolen Gyro Machine to unleash the mechanical evildoer. While Skeletor initially intended to create an army of robots with the machine, he only succeeded in creating Twistoid before his plan was foiled by He-Man and Rotar.

Twistoid could spin at incredibly fast speeds while riding upon a twisting cone of metal. Unlike Rotar, who was a human cyborg, Twistoid was ■ robot. Thus, Twistoid could not be hurt and was relentless in his attacks.

2008 MOTU CLASSICS

Consistent with his minicomics portrayal, the Classics canon further established that Twistoid faced off against his nemesis, Rotar, during the Second Ultimate Battleground. Rotar destroyed his robotic counterpart, but Twistoid was resurrected when his computerized brain was transferred to a Roton. In this new form, he became a self-aware war machine serving Skeleteen.



TWO BAD

Double-Headed Evil Strategist
Strategist of Terror

Baddhra
Tovar
Blue Head
Yellow Band

Evil Warriors
Demons of Evil

Mace

Inventing
Bounty hunting
Creating the illusion of splitting
body into two warriors



1983 FILMATION MOTU ANIMATED SERIES

Two Bad's pair of dull-witted heads argued with one another frequently in the Filmation MOTU series. His indecisiveness led to numerous mistakes which, in turn, led to Skeletor's wrath. He did, however, seem to possess some skill piloting the Roton.

1983 MOTU MINICOMICS

Though the minicomics also portrayed the Evil Warrior Two Bad's propensity for arguing with himself, they also depicted him as a mighty warrior and strategist. Two Bad's appearance

was quite monstrous. Both of his heads were hideous, and he had a purple half and a blue half. Although Two Bad's argumentative nature sometimes led to his downfall, he was a powerful combatant and not to be taken lightly.



1984 GERMAN MOTU AUDIO PLAYS

Dubbed "the Strategist of Terror," Two Bad was brought to Snake Mountain by Evil-Lyn in the German audio plays. Unlike other media, Two Bad's two heads did not argue with one another and spoke with a single voice.

Two Bad proved his worth when he snuck into the Royal Palace and discovered the only weakness of He-Man's Battle Armor. He held his own against the jealous Modulok, who wanted to be the only two-headed monster on Eternia. Thanks to these displays of physical and intellectual prowess, Skeletor made him a member of his Evil Warriors.



1986 UK MOTU COMIC MAGAZINES

The UK comics portrayed Two Bad as a master inventor with a workshop in a cavern near Snake Mountain. Although his two heads were constantly bickering, when they combined their brainpower they could make an effective

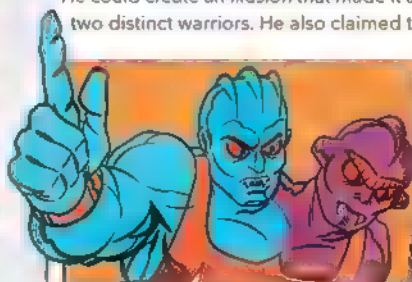
team. Here, his two halves were individually named Blue Head and Yellow Band. Each would attempt to take credit for collective successes and blame the other for failures. Though Skeletor never doubted Two Bad's abilities, he feared that the inventor would one day become too powerful with his twin brains. Indeed, Two Bad planned to rid Eternia of Skeletor after they'd dealt with He-Man and place himself on the throne.

TRIVIA: Two Bad enjoyed playing Blocker, the Eternian equivalent of chess.



1987 ITALIAN MAGIC BOY MAGAZINES

Two Bad possessed an interesting ability in the Italian *Magic Boy* magazines. He could create an illusion that made it appear as if his halves had split into two distinct warriors. He also claimed to possess an iron fist.



Two Bad's blue half showed a good side in *Magic Boy*. A kidnapped Teela once told Two Bad's blue side that she always felt sympathy for him but found his purple side annoying. Because of this, the blue half of Two Bad developed a fondness for her. Later, when Teela was in grave danger of falling from a great height, Two Bad's blue side saved her life. Teela later returned the favor when she stopped He-Man from continuing his assault on the already defeated villain.

2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES

The MYP series provided the first complete origin story for Two Bad. The bounty hunters Tovar and Baddhra were brought to Snake Mountain during Skeletor's search for mercenaries capable of dealing with He-Man. While Tovar was cunning, disciplined, and skilled with a wide variety of advanced weaponry, Baddhra was fierce and powerful. Impressed by both, Skeletor hired them to dispose of He-Man. Their mutual enmity and inability to work together resulted in their combined failure. As punishment, Skeletor magically fused



them into the single being Two Bad. As one body, Two Bad was proficient in weapons and arsenals.

Two Bad became determined to find a way to separate himself into Tuvor and Baddhra once again. He found the Spell of

Separation and mistook it as a spell to separate his body. As a result, he almost tore the whole planet in half.



TYCOR



Tycons

Flight
Projecting lasers from eyes

1983 FILMATION MOTU ANIMATED SERIES

Tycor was the hotheaded leader of the Tycons. He sided with Skeletor to gain food for his people. His stubbornness eventually softened and he joined the heroes.

TYN-MAH

Elders of Eternia

Sword of Evil

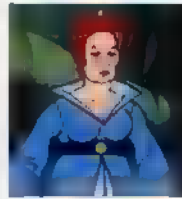
Sorcery



1986 UK TWINS OF POWER MAGAZINE

Tyn-Mah was a rogue member of the Elders of Eternia who, being unable to reach the same level of power as his fellow Elders, became jealous and resentful. After Keclar forged the twin Swords of Power and Protection, Tyn-Mah started down a darker path. He grew resentful of the people of Eternia because he was not being recognized for his abilities. The rogue Elder began to forge the Sword of Evil so he could wield the most powerful evil magic in the universe. Keclar and the other Elders caught Tyn-Mah in the act and banished him into a timeless void.

TYRELLA



Sorcery

1983 FILMATION MOTU ANIMATED SERIES

A powerful witch-queen from Eternia's past, Tyrella and her sorcerer-king Demos were the last rulers of the City of the Ancients. For many years, Tyrella's spirit remained trapped within a mask bearing her likeness. She was released when Oona found and wore the mask. Tyrella possessed great power and was very single minded with a tendency to underestimate her opponents. When the Sword of the Ancients passed beyond her reach, Tyrella's physical form disappeared.

TYTUS

Heroic Giant Warlord

Masters of the Universe

Body Snatcher (Warrior Smasher)

Strength

1982 MOTU TOY LINE

Tytus was a heroic giant warlord who lived during Preternian times and fought for peace. He and other giants came from an incredible place called Mammoth Valley. Tytus was an adversary of King Hiss and the Snake Men and ally to He-Ro. He wielded a unique weapon called the Body Snatcher, with which he could grasp his enemies by the head and lift them high into the air. He could then throw them a great distance if he so chose.

2008 MOTU CLASSICS

Tytus was a giant who fought for peace alongside King Grayskull and He-Ro during the Great Wars on Preternia. Tytus originally came from the Mountains of Perpetua, where he watched over a herd of dinosaurs. When his herd began to develop strange techno parts from the Techno-Organic Virus sent to Eternia by Horde Prime, Tytus left his home in search of a cure. Instead, he and several other giants joined forces with King Grayskull against the evil posed by the ruthless Snake Men and Horde invaders.

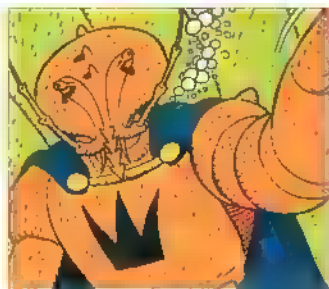
To counter the giants, who gave King Grayskull an advantage, Hordak enlisted the help of the evil giant Megator. During a temporary truce between the major powers on Preternia, Tytus helped construct one of the Three Towers. When the truce ended, Tytus fought against the Horde and the Snake Men during the First Ultimate Battleground. When his friend He-Ro sacrificed himself to save King Grayskull, Tytus threw Megator into the iron jaws of the Central Tower, killing him. Tytus attended He-Ro's funeral. Later, Tytus helped build Castle Grayskull, honoring his fallen comrade He-Ro by crafting the castle's façade to resemble the symbol on He-Ro's cape.



TRIVIA: Tytus was originally said to have died fighting Megator in the MOTU Classics bios, but later bios and the minicomics changed this and depicted him alive after Megator's demise.

UNDERSEA KING

UNDERSEA KING



1986 BRAZILIAN EDITORA ABRIL MOTU COMICS

The lobster-like Undersea King ruled Eternia's Undersea Kingdom in the Editora Abril comics. The benevolent king had a reddish carapace and claws, and wore a blue cape. The symbol of a crown was emblazoned upon his chest. The king and his people were very protective of the Sacred Trident in their possession.

UNNAMED ONE

Evil Lord of Chaos

OTHER NAMES

Gorpo

WEAPONRY

Wand

SPECIAL ABILITIES

Sorcery

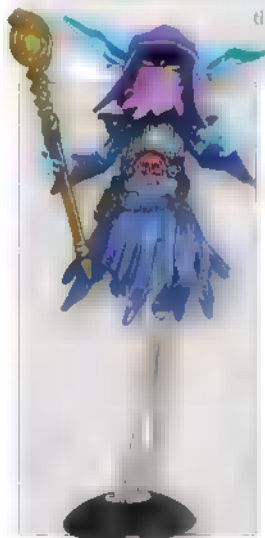
AFFILIATIONS

Overlords of Trolla
Trollans

1983 MOTU MINICOMICS

The Unnamed One was an unspecified deity, entity, or individual whom King Hiss served in Preternian times. Nothing was revealed about the Unnamed One, apart from their assumed power.

TRIVIA: In an interview with He-Man.org, writer Phil White said he believed the Unnamed One was supposed to have been a time-displaced Keldor.



2008 MOTU CLASSICS

The Classics canon gave the Unnamed One a new and complex mythos. After the Aura of the Gods swept through the Five Dimensions in a cosmic wave of creation, Gorpo and the Overlords of the Timeless Dimension on Trolla captured and infused it into the magic Sword of He. Gorpo believed that the universe would descend into chaos without one powerful ruler and set out to become that ruler. He betrayed his fellow Overlords and attempted to steal the sword, but they bested him and, with their combined force, banished him into the forsaken Unnamed Dimension. Stripped of his name, Gorpo became the Unnamed One, referred to only in whispers and ancient myths. He secretly continued to plot a way to claim the Power he believed should be his.

During his exile, the Unnamed One discovered a way to combine the DNA of three cold-blooded alien races to create the Snake Men. He sent them back to the Eternian Dimension to conquer and raid magical worlds. He hoped to find the Starseed, the original instrument of creation used and later hidden by the gods, knowing that he could access its power with the Sword of He. He sent King Hssss to Eternia in search of the Starseed, but the king and his Snake Men were banished into the Void. The Sword of He passed from He-Ro to King Grayskull and was finally split in two and hidden by the Goddess.

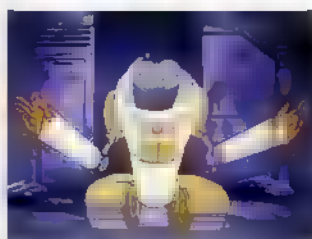
The Unnamed One was forced to wait five thousand years for a chance to obtain the Starseed and the Sword of He. During that time, his Snake Men

escaped the Void, only to eventually be destroyed when Orko cast the Spell of Separation.

Forced to seek other means of obtaining the power of the universe, the Unnamed One turned his attention back to Trolla. When Horde Prime destroyed the Kaydex crystal, he shattered the barriers between dimensions and allowed the Unnamed One to gain access to Trolla once more. He enlisted Lady Slither and her Revenge Squad to break into the Overlords' Temple of Power, but they met with resistance from the Defenders of Trolla.

After many failed attempts through time and space to obtain the Sword of He, the Unnamed One eventually escaped from the Nameless Dimension with Skeleteen's help and stole the Starseed from Eternia. Close to achieving his long-held goal, he fought in the Third Ultimate Battleground against He-Ro II (Prince Dare) and the Masters of the Universe. While the Unnamed One was distracted by Orko, Dare impaled him with the very sword he had coveted for so long.

U-R



Built-in defenses

1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES

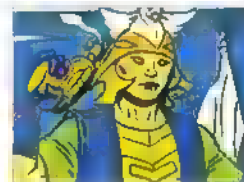
U-R was a small robotic assistant to the Scientists of Primus and a good friend to Gleep. He moved around on a set of tread wheels but could also walk on two feet if needed. He had an inbuilt homing device which could track the scientists' locations.

TRIVIA: Despite being featured prominently in the opening titles, U-R was rarely seen after the first few episodes of the series.

UTAH

1986 BRAZILIAN EDITORA ABRIL MOTU COMICS

Utah was the heroic leader of Eternia's own long-lost civilization of Atlantis. He wore a golden helmet ornamented with a white bird. The compassionate warrior also carried a golden blaster.



VADORA

AFFILIATIONS
Evil Mutants

1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES

Vadora was a young alien girl who was rescued from the hands of the Mutants by the Galactic Guardians. Vadora claimed that her parents had been killed by the Mutants. She was taken in by Minister Werban. In reality, she was a cybernetic creation of Skeletor who had used the parts from her ship to assemble the nearly invincible Juggernaut. He-Man managed to defeat Vadora before her Juggernaut could destroy Onnor, and she was reprogrammed by Gleep.

VEENA

Heroic Guardian of Power

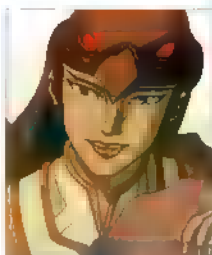
Queen Grayskull

King Grayskull's Masters of the Universe

Staff

Sorcery

Shape shifting into a bird



2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES

Veena was King Grayskull's wife. A powerful magic user, she was able to transform into a bird. She provided valuable reconnaissance about the actions of her husband's enemies. When Grayskull died, she vowed to guard his castle until she was no longer able, and to find a replacement when that time came, becoming the first Sorceress.

2008 MOTU CLASSICS

The Classics canon provided additional details about Veena's life after fighting in the First Ultimate Battleground and assuming the role of guarding both Castle Grayskull and the Orb of Power. With the help of the Elders and her apprentice Sharella (the Goddess), Veena split the Sword of He in two halves. She foresaw that Grayskull's descendant would one day prove his worth by reuniting the halves. Veena protected Castle Grayskull into extreme old age, but before she died, she secured a new Sorceress to protect it and its secrets.

2012 DC MOTU COMICS

In the 2012 DC comics Veena possessed the ability to see visions which she reported to King Grayskull.

VEETA

People of Primus



1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES

Veeta was Nathan's young daughter. Her father was a doctor from the village of Zaphor.

VER-DANT

1983 GOLDEN MOTU BOOKS

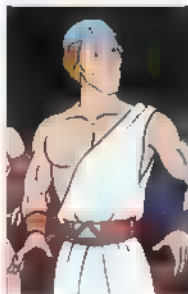
Hailing from another dimension, Ver-Dant was the archnemesis of A-Zor and gave Skeletor the Thought Machine.

VERDOR

Darmi

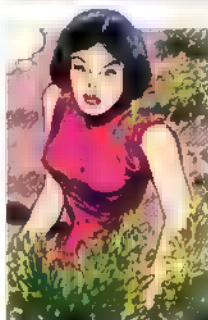
1983 FILMATION MOTU ANIMATED SERIES

Verdor was the arrogant leader of the Darmi, a small group of humans adorned in togas who lived on the war-torn planet Mero. In order to amuse themselves in the aftermath of the Great War, they watched and gambled on dragon fights in their arena. Verdor eventually saw the error of his ways and swore to rebuild Mero alongside Cara and Bylon.



Great Rebellion

Bravery
Leadership



1986 MOTU NEWSPAPER STRIPS

Verona was a time-displaced Etherian who, along with her entire village, was enslaved by Hordak. She and her village were taken to Eternia's past in order to mine the ore that was used to build Castle Grayskull. She

led her fellow slaves to revolt against the Horde after her father's death. Martin, another villager, was in love with her. When Verona met Prince Adam, she was initially suspicious until he informed her that he had fought with Adora at Bright Moon, and a love triangle developed between Verona, Adam, and Martin.

VESSER

Great Rebellion



1985 FILMATION POP ANIMATED SERIES

Vesser was a Gailbreth villager who desperately tried to persuade his companions, Barris and Therin, to join him in rebelling against the Horde.

VICE PRESIDENT ETOR



Mytes

Blaster

1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES

Etor was the vice president of the Mytes under President Pell. Though he was a politician, he was known as the greatest pilot on the planet Necron and was more than ready to spring into action. He personally led the Myte space force into battle on a few occasions.

VIDDA

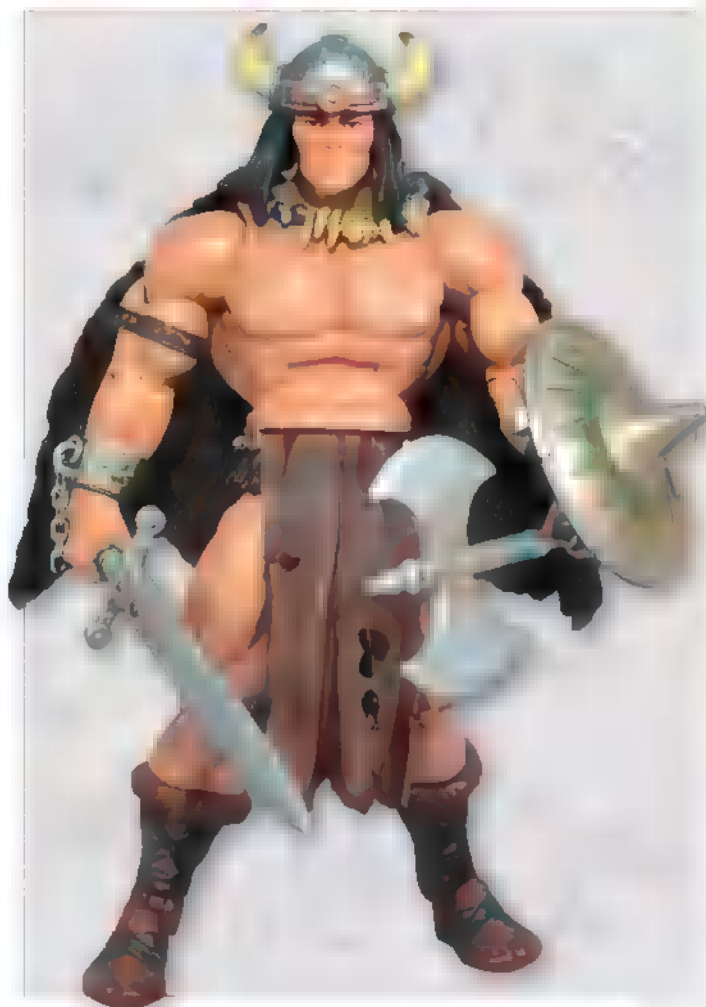


1986 UK MOTU COMIC MAGAZINES

Vidda was on the council of Sven-Town, a village located in the Fright Zone on Eternia.

VIKOR

VIKOR



He-Man of the North

Sword of Gaz
Battle axe

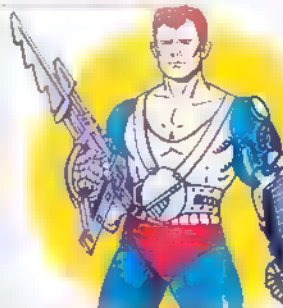
Superhuman strength
Endurance

2008 MOTU CLASSICS

In the aftermath of King Grayskull's death, the Goddess began selecting warriors to serve as guardians of the Sword of He while Eternia awaited the true heir of Grayskull. Her first choice was Vikor, a barbarian warrior from the North and a master of the battle axe. Vikor's legend grew quickly as he vanquished many agents of evil seeking the mighty sword, including the remaining renegade Snake Men. He also defended the Valley of Gnarl from the Fighting Foe Men. His years as a guardian of the sword were few, but his was one of the first and most important contributions to the legend of Eternia's great heroes.

TRIVIA: Vikor was one of Mark Taylor's early concept designs for He-Man.

VIZAR



Galactic Guardians
People of Primus

Blaster

Deception
Illusion
Disguise

1984 UK WORLD MOTU ANNUALS

Vizar came from Olympic, a city on the Priman western continent of Opal. As part of the Galactic Council, his skills in deception, disguise, and illusion made him a valuable asset to the Galactic Guardians.

TRIVIA: In the 1990 *World* annual, the appearances of Vizar and Tatarus were swapped.

1987 GERMAN EHAPA MOTU COMICS

Vizar was known on Primus as a master spy. His telepathic powers enabled him to read the minds of other people. With enough concentration, Vizar was able to break mind spells, which he did to free Darius from Skeletor's evil influence. He also could reach into the minds of his enemies and change their intentions.



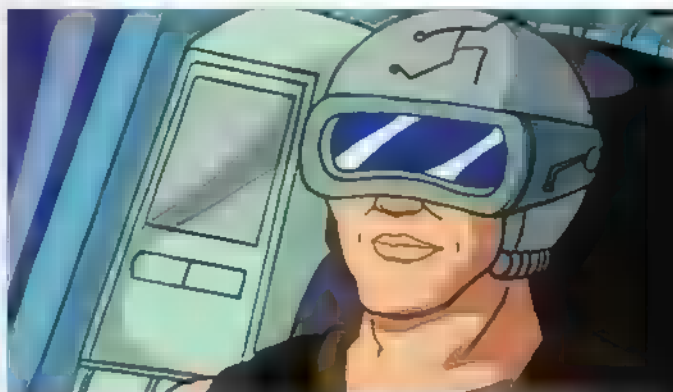
TRIVIA: In the Ehapa comics, the appearances of Vizar and Nocturna were swapped.

1987 ITALIAN MAGIC BOY MAGAZINES

In the Italian *Magic Boy* comics, an early concept design was used for Vizar. In these stories, he wore a red cape and helmet, a yellow visor, and briefs instead of pants. Vizar was a stalwart member of the Galactic Guardians.

1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES

Vizar was one of the earliest members of the Galactic Guardians. Observant and soft spoken, he was a capable pilot of an Astro Sub. He was always seen with a visor over his eyes and possessed extrasensory abilities which allowed him to detect the paths of laser blasts before they hit their targets.



TRIVIA: The series bible stated that Vizar had empathic abilities and could feel the emotions of people and animals. This talent was never depicted in the series.

VOKAN



Eye of Amagordo

Strength

1983 FILMATION MOTU ANIMATED SERIES
The noble Vokan was the greatest of the warriors of Stone City. He was awakened from his statue-like sleep by the Life Bringer machine. His incredible strength was coupled with the Eye of Amagordo, a device which emitted blasts powerful enough to bring down the Jaw-Bridge of Castle Grayskull. His primary objective was to revive his people. Evil-Lyn managed to trick him for a time into helping her attack Grayskull, but Vokan soon saw the truth and joined forces with He-Man instead.

VOLA-REE

1983 FILMATION MOTU ANIMATED SERIES
An elderly farmer, Vola-Ree appeared before the Keepers of the Temple of the Sun, wanting to be strong again so he could continue to work his farm and feed his family. Proving his goodness, he passed the Keepers' test of character and received new strength from the power of the Sunstone.



VOLCANO MAGUS

Sorcery

1986 GERMAN POP AUDIO PLAYS

The Volcano Magus, a truly evil being, resided within a volcano on the Dark Side of Etheria beneath the river that flowed near the Crystal Castle. Living in a dark area of doom, he could not stand to see She-Ra and her friends living in a shiny, bright world. He regularly sent dark clouds across the river. Rarely interfering directly, he acted as a consultant for Catra and equipped her with enchanted objects to use in her schemes. Unknown to Catra and Clawdeen, it was the Magus's evil influence that fueled their jealousy and forced them to stand against She-Ra. The shadowy Volcano Magus was the most dangerous threat for the Princesses of Etheria.

VORMUS



2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES

An associate of Stinkor, Vormus was a blue-skinned merchant who dealt in potions and spells from his shop in Eternia's Dark Hemisphere.

VULTAK



Evil Horde

Flight

1985 FILMATION POP ANIMATED SERIES

Sinister and devious, Vultak was a vile member of the Horde who oversaw the Fright Zone's zoo, assisted by his hovering robotic Zootrons. In addition to being able to fly, he could cloak himself in shadow, allowing him to creep up on his prey unnoticed. Eventually, his animals were freed by She-Ra, and the Princess of Power locked him up as they had been.



2008 MOTU CLASSICS

Vultak was the sadistic keeper of the Horde menagerie. He could fly and possessed an amulet which transformed him into an all-consuming shadow. Vultak became Stratos's mortal enemy after the villain slew many Avionians at the Battle of Xarkoran. He later sought the components of the Sunbird, which he planned to fire at Avion.

2012 DC MOTU COMICS

In contrast to his Filmation portrayal, the vulture-like Vultak led Horde aerial forces in battle. His most notable mission was to kidnap a young Prince Randor, but he was stopped by Prince Keldor.

Later, Vultak led a Horde aerial attack on Eternia. He was intercepted by She-Ra and Stratos and taunted the latter by telling him he had slain countless Avionians. A determined Stratos battled Vultak and successfully knocked the villain out of the sky.



IMAGE COURTESY OF DC COMICS

VIKRON



Ultimate Eternian Champion

Blaster
Battle axe
Cannon helmet

Adaptive fighting style
Proficient mastery of new weaponry

2008 MOTU CLASSICS

Vykrón lived fifty years before the birth of Prince Adam. His legend began in the gladiatorial arena of Lord Choloh. With each victory, Vykrón gained new skills and combat techniques from his vanquished opponents and their weapons. Aware of the spectators' demand for entertainment, Vykrón performed theatrically with outlandish armor and ostentatious displays of his fighting skills. Soon, Vykrón became Choloh's greatest gladiator and amassed an arsenal of weapons claimed from fallen adversaries. This allowed him to adapt to any environment or foe. Vykrón met his end against the fighting gorilla Gygor. He was ripped apart to the loud and heartless cheers of the crowds he had entertained.

TRIVIA: Vykrón was based on the three early He-Man prototypes created by Roger Sweet.

2012 DC MOTU COMICS

Vykrón appeared in the 2012 DC comics twice. He appeared once in the Farseers' mirrors that displayed the past, future, and present to an alternate-timeline King He-Man. Vykrón appeared again when Skeletor became Master of Death and conjured the spirits of the dead from across all time and space. One of these spirits was Vykrón, who was identified by name and described as one of the past heroes who existed before He-Man.

WAR MINISTER OF DENEORIA



1987 GERMAN EHAPA MOTU COMICS

The Denebrian War Minister was a political figure who lived on Denebria many thousands of years ago. During a political debate, the power-hungry minister succeeded in initiating an attack on Primus despite heavy resistance. Knowing that he would not defeat Primus with conventional weapons, he ordered the use of Virus Bombs to render the planet uninhabitable. Thus, the War Minister unknowingly doomed his own home world, as technical problems caused the bombs to detonate right above Denebria's capital city.



WAR WRAITH: SEE MAN-AT-ARMS

WARDEN UMPY



Trollans

1985 FILMATION POP ANIMATED SERIES

Warden Umpy was the keeper of Flotsam Prison in the Sing-Song Sea on Trolla. He wore a traditional Trollan robe and a helmet with a star design.

WARLORD

Sword

Leadership
Intimidation
Swordsmanship

1983 LADYBIRD MOTU BOOKS

A well-known tyrant from Eternia's past, the Warlord wore furs, chain mail, and a helmet adorned with bird-like wings. His knights captured Skeletor, Evil-Lyn, and Beast Man when the trio traveled back in time.



WEBSTOR

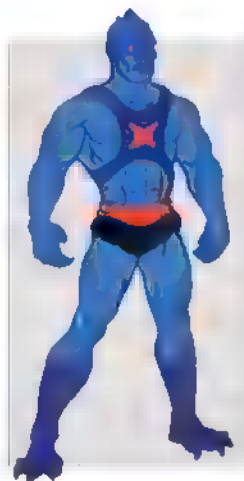
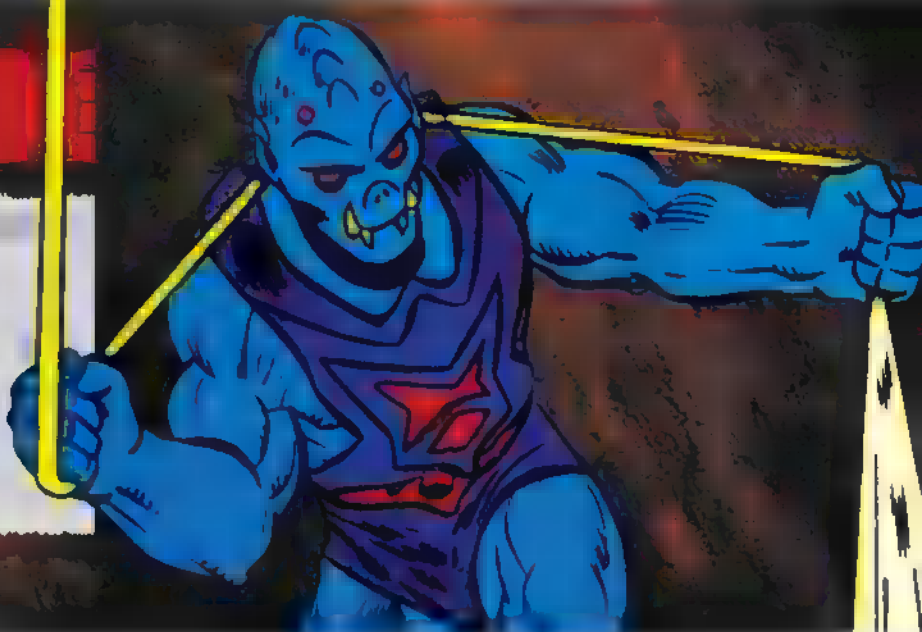
Evil Master of Escape
The Scary Spider Man

Araneus

Evil Warriors
Council of Evil
Demons of Evil

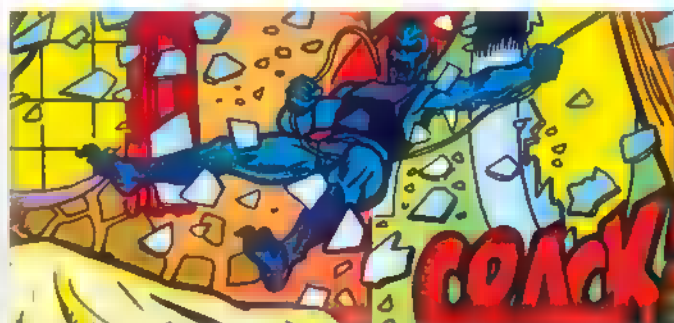
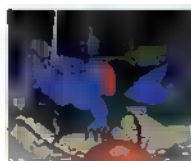
Grappling hook
Blaster rifle
Sword

Agility
Scaling tall structures
Controlling spiders
Escaping any trap
Mathematics
Inventing traps



1983 FILMATION MOTU ANIMATED SERIES

One of Skeletor's more intelligent Evil Warriors, the spider-like Webstor often teamed up with Kobra Khan on missions. A talented spy and infiltrator, Webstor was one of the few denizens of Snake Mountain who traded insults with Skeletor. Extraordinarily agile, Webstor moved like a spider, evading capture and leaping extreme distances. The pack on his back contained a grappling hook for scaling tall structures and could fire darts from either side.



1984 GERMAN INTERPART-CONDOR MOTU COMICS

In contrast to earlier depictions, the Condor comics gave Webstor the ability to create webbing, either as ropes or nets, from his hands or back. He commanded an entire horde of giant spiders and ordered them to consume an imprisoned Prince Adam.



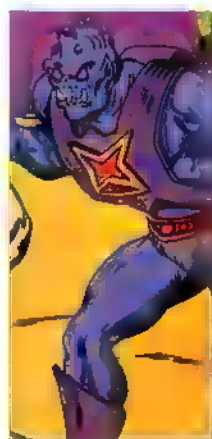
1986 UK MOTU COMIC MAGAZINES

The UK comics depicted Webstor as even more intelligent than its contemporary canons. Able to solve any puzzle and escape any trap, he had proven impossible for the heroes to imprison. Far more than any rewards Skeletor offered, Webstor enjoyed designing traps. When He-Man solved a puzzle to

escape from such a trap, Webstor let the hero go, respecting his intelligence. Similarly, when He-Man and Webstor teamed up to solve the riddle of an alien craft, He-Man was so impressed with Webstor's abilities that he extended an invitation to join the Heroic Warriors. Webstor promptly refused, vowing to someday overthrow Skeletor as leader of the Evil Warriors and bring about He-Man's doom. Due to Webstor's incredible intellect and bravery, Skeletor would send him on important missions that he would not assign to any other warrior, but he knew that he could not

1983 MOTU MINICOMICS

Just as he was in the Filmation cartoon, Webstor was a spider-like creature who served Skeletor in the MOTU minicomics. He was the master of escape and used his grappling hook and web cord to rappel from great heights or to climb sheer surfaces. Webstor was a manipulative warrior and would not hesitate to lie in order to trick and confuse his foes. The arachnid-man was also very tenacious and continued to fight even after Skeletor himself had retreated from battle. Webstor sometimes used a powerful blaster rifle as a weapon and was seen in the company of fellow Evil Warrior Kobra Khan.



1984 GERMAN MOTU AUDIO PLAYS

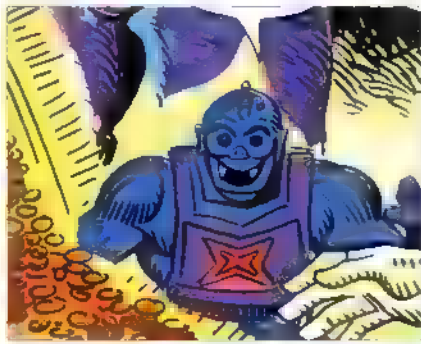
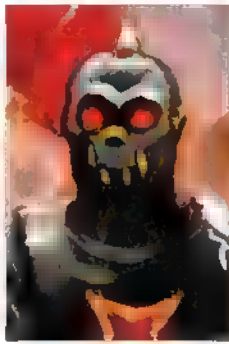
Dubbed "the Scary Spider Man," Webstor differed in the German audio plays in several ways from other media, and his sinister appearance made even the bravest of souls uncomfortable. Highly intelligent, he often pointed out flaws in Skeletor's plans and did not hesitate to warn He-Man and the Heroic Warriors if Skeletor was about to unintentionally destroy the planet. He resided in a forest near Snake Mountain populated by spiders (said to be his friends) which followed his orders.

Interestingly, Webstor had a healthy respect for the laws of nature, strongly disapproving of the use of torture and noting that his spiders killed the weak and sickly while sparing the healthy.



WEBSTOR

trust Webstor and made sure to keep a close eye on him in case Webstor were ever to use his brilliant mind to get the better of Skeletor.

**1987 GERMAN EHAPA MOTU COMICS**

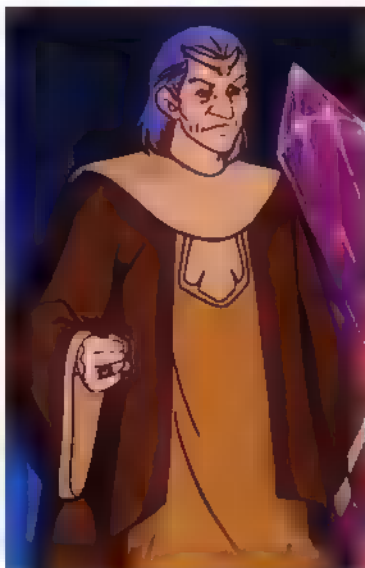
In direct contradiction to the UK comics, the Ehapa comics portrayed Webstor, much like the other Demons of Evil, as a money-hungry minion, lusting after gold.

2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES

A cunning strategist, Webstor lurked in the shadows and used webbing to disarm or bind his foes in the MYP animated series. Generally operating as an independent villain, he joined Skeletor's Council of Evil in a bid to conquer the Masters of the Universe while their guard was down. On a later occasion, when he consumed Ambrosia, he was transformed, growing larger and gaining the ability to spawn an army of spiders. His dreams of conquest were ended when he was ambushed and defeated by the Snake Men.

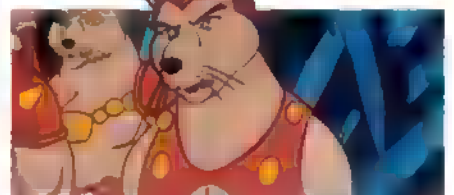
**2008 MOTU CLASSICS**

Webstor was once Araneus, son of Raknus, and one of the last of the ancient Arachna Spider Warriors. His species was driven into underground hibernation by the Snake Men. He woke from his centuries-long slumber beneath Snake Mountain during Skeletor's reign and occasionally allied with him. He employed his various skills to assist Skeletor before and during the Second Ultimate Battleground.

**WERBAN****PRIMUS****1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES**

Werban was an outspoken Primus councilor who often questioned Master Sebrion's leadership. He also served as the secretary to the Inner Council. He believed that Sebrion's idea to send Hydron and Flipshot to the past to find a hero was a waste of time. Even when he was introduced to He-Man, he still had his doubts, unable to believe that one man could make a difference. He believed the real path to peace was to lower the shield, destroy their weapons, and make the Mutants believe that they meant them no harm.

After an incident when Werban was magically under Skeletor's control and nearly gave up the key to the planet's shield, Werban admitted he had been wrong about both Sebrion and He-Man. He became less hostile toward them on future occasions. He did maintain, however, his belief that peace with the Mutants was possible.

WESK**SELKIES****SWORD****1985 FILMATION POP ANIMATED SERIES**

Wesk was a young, hotheaded Selkie who served under Chief Narwhal and was tricked by Modulok. His sharp tongue and convincing manner led many of his fellow Selkies to follow him into battle against the Snow People.

WHIPLASH

Evil Tail-Thrashing Warrior

Torrent Krazut

Evil Warriors
Monster Warriors
Demons of Evil
Snake Men

Spear
Sword
Electro shocker blade

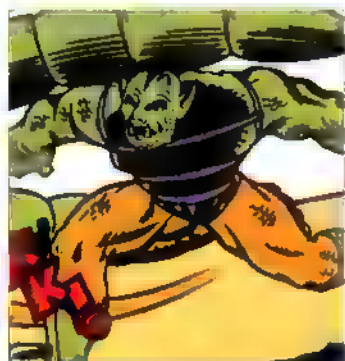
Powerful tail
Supersenses
Brute strength



1983 FILMATION MOTU ANIMATED SERIES

An inhabitant of the Demon Zone, Whiplash initially served the Demon King, Kraal, and had a legion of creatures serving him. He became one of Skeletor's most confident and trusted warriors, using his strong tail to throw boulders or cause rockslides. He could track enemies over great distances with his keen sense of smell.

Although loyal to Skeletor, Whiplash actually saved Eternia on one occasion, when he traveled to the Royal Palace and warned the heroes about the appearance of the demon Sh'Gora and its impending assault on the planet.



1983 MOTU MINICOMICS

As in other media, the reptilian brute known as Whiplash was one of Skeletor's Evil Warriors in the MOTU minicomics. The lizard-like creature was a mighty combatant whose most prominent feature was his thick, muscular tail. Whiplash could manipulate his tail to deliver devastating blows to his enemies. The tail was so powerful that it could wrap itself around a full-grown man and easily lift him into the air.

Whiplash's simplistic way of speaking indicated that the thuggish reptile possessed a low level of intelligence. However, he more than made up for this lack of brains with ferocious strength and a savage disposition.

TRIVIA: Whiplash was depicted wearing yellow pants in the mini-comic *The Clash of Arms*. This look was based on a concept design.



1984 GERMAN MOTU AUDIO PLAYS

In their own unique take on the character, the German audio plays established that Whiplash was a reptiloid from the Dragonsland of Warania. There, he used the Dragon Walker. He was accompanied by Kobra Khan when both confronted the Masters of the Universe for the first time.

1984 GERMAN INTERPART-CONDOR MOTU COMICS

As depicted in the Interpart-Condor comics, Whiplash was a dangerous Reptile Man who joined the Demons of Evil in their never-ending attempts to conquer Eternia. Originating from the Dragonsland, the warrior used his deadly tail to attack opponents. In fact, he had never lost a fight before He-Man defeated him in hand-to-hand combat.



Though he claimed to serve no lord, Whiplash nonetheless fought under Skeletor's command.

1986 UK MOTU COMIC MAGAZINES

TRIVIA: In Whiplash's last two UK comic appearances, he was depicted with blue skin, silver armor, and a purple tail.

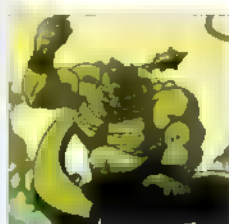


1987 GERMAN EHAPA MOTU COMICS

In contrast to other media, the Ehapa comics often depicted Whiplash as being allied with the Snake Men.

2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES

The MYP animated series turned Whiplash into a towering enforcer among Skeletor's ranks, possessing incredible strength. Little was revealed about his past other than that he had grown up in the underworld of Subternia and was now resented by his people, the Caligars, having apparently betrayed them



at some point in the past. He also had underworld criminal connections, and it was he who brought the bounty hunters Tovar and Baddhra to Skeletor's service. Whiplash had a habit of sucking up to Skeletor and considering himself more important than other minions, but Skeletor was as dismissive of Whiplash as he was of his other henchmen, and Whiplash would quickly retreat when faced with Skeletor's wrath.

2008 MOTU CLASSICS

Whiplash was once Torrent Krazut, son of the leader of the Caligars. When his father died, his older brother Ceratus assumed leadership of the Caligar

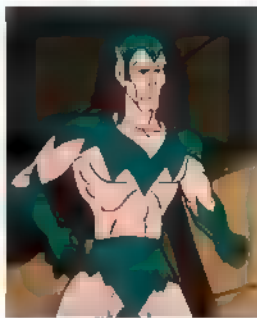
WHIPLASH

fiefdom. Bitter, he brooded for many years until he made a deal with Keldor and led a raiding party against Randor during the Great Unrest. As punishment for attacking a Caligar ally, Ceratus banished him. Torrant joined Keldor as his new enforcer, Whiplash.

Nearly invulnerable with his thick, reptilian hide, Whiplash was stubborn, clever, and powerful enough that often only He-Man could defeat him. Despite some failures, Whiplash remained loyal to Keldor, and later Skeletor, during the Second Ultimate Battleground when Photog drained his power.



WILLEN



Tree People

Knowledge of the Old Vine Jungle

1983 FILMATION MOTU ANIMATED SERIES

The brave leader of the Tree People of the Crystal Forest, Willen had a deep knowledge of man-eating plant life and could navigate the dense flora of the Old Vine Jungle.

WILLIAM ELLIS WINSTON



Earthlings

1987 MOTU FILM

William Ellis Winston and his wife, Catherine, the parents of Julie Winston, were killed in a plane crash in 1986. Gwildor sent Julie and her boyfriend back in time so that she could steal William's keys and prevent the Winstons from leaving for the fateful flight.

WISE OLD WIZARDESS

1985 POP MINICOMICS

The Wise Old Wizardess could be found in the forests of Etheria. She was good, wise, and possessed supernatural knowledge. She once gave She-Ra a magical gemstone that enabled her to decipher a series of mysterious symbols.

TRIVIA: In the minicomic *Journey to Mizar*, a very similar character called "the Seer" appeared to She-Ra. It is reasonable to assume that both the Seer and the Wise Old Wizardess were meant to be the same character, though this was never made clear, as neither was ever seen again.



WIZARD OF THE TREE



1985 FILMATION POP ANIMATED SERIES

The Wizard of the Tree was a being who, due to his appearance being mocked throughout his lifetime, had created a world within a tree that bore his resemblance. The Wizard of the Tree was a strongly independent character who desired no alliance with the Rebels. His magical powers were strong, especially in the world within the tree into which he could effortlessly teleport people.



WOLK



Evil Mutants

Hand-to-hand combat
Enhanced strength

1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES

Wolk was an unusually large Myte from the planet Necron. Because of his large size and fearsome appearance, he had been made fun of by other Mytes and chose to live in isolation. He allowed the Mytes to believe he was highly superstitious and believed in forest spirits, which kept them from bothering him. He was an excellent fighter and a practitioner of an ancient Myte fighting technique.

When the Galactic Guardians were selected to fight in the Games, Ambassador Bimo suggested that they seek out Wolk and ask him to train them in the ancient Myte way of fighting. Wolk refused to help the Guardians, instead accepting Skeletor's offer to train the Mutants.

WOOCK



Sorcery

1987 ITALIAN MAGIC BOY MAGAZINES

A bizarre and mischievous character, Woock delighted in testing He-Man's intelligence, as well as his patience. He generally attempted to confound He-Man with puzzles and games. He once hid the Power Sword and made He-Man solve a complicated puzzle in order to get it back. Woock displayed an infinite array of magical powers. He could also become incorporeal, levitate, and make objects disappear and reappear at will.

WRAITHBINDER



Staff

Sorcery

1986 UK MOTU COMIC MAGAZINES

Wraithbinder was an evil sorcerer who wreaked havoc on numerous worlds throughout the universe. On a distant world on the other side of the universe from Eternia, Wraithbinder had set a race of savage beasts on the planet's ruling city in an attempt to conquer the world. He-Man came to the city's aid and was almost weakened by the magic power from Wraithbinder's staff. With the power of his sword, He-Man was able to break the staff and defeat Wraithbinder's invasion.

It was not to be the last He-Man would hear of Wraithbinder. On a later occasion He-Man met Queen Neja, the victim of a curse set on her by the evil sorcerer. Wraithbinder had invaded her home world of Majesta and challenged her to a cosmic duel. She defeated him, but in revenge he formed the Cloud of Entropy to haunt her and cause her to slowly fade from the physical world. He also cursed Neja's subjects by turning them into living gems and banished her fiancé Akra to the loathsome Nightworld. Only reunion with Akra would lift the curse, so He-Man and the Sorceress helped locate Akra and reunite him with Queen Neja, and Wraithbinder's curse was finally lifted.

TRIVIA: Wraithbinder's look was quite distinct from other MOTU wizards in that he wore clothing reminiscent of the costume of seventeenth-century Puritans.

WRAP TRAP



2008 MOTU CLASSICS

In ancient times, the disfigured priest Sibor secretly loved Naka-Ra, daughter of the mystic ruler Kartan. When Sibor accidentally killed Naka-Ra, he attempted to resurrect her in the Temple of the Sun. Sibor was stopped before completing the ceremony, and a curse was placed upon him. Kartan read incantations from the Netherworld Scroll as Sibor was mummified alive. Eons later, Hordak and Shadow Weaver discovered the mummy. Renamed Wrap Trap and controlled by the scroll, the undead creature possessed immense strength and ensnared victims with its enchanted bandages. Wrap Trap refused to attack She-Ra, however, for she looked exactly like Naka-Ra.

WUN-DAR

WUN-DAR



The Savage He-Man

Ray gun
Sword of HeStrength
Endurance

2008 MOTU CLASSICS

One hundred years before the birth of Prince Adam, Wun-Dar, a warrior from deep within the savage underground city of Tundaria, became one of the chosen guardians of the Sword of He. He proved his worth by saving a young woman who was actually the Goddess in disguise. She gave him cosmic battle armor and a ray gun that could tap into a limitless power supply. She then charged him with protecting the halves of the Sword of He, keeping them apart until the appointed time. Wun-Dar, like many before him, was known as "the He-Man." His fighting method was savage but effective at keeping evil from touching the two halves of the Sword of Power.

TRIVIA: Wun-Dar's action figure was a nod to a persistent rumor that a variant of He-Man had been released in the 1980s as a promotion with Wonder Bread. In keeping with this theme, the action figure came with a loaf of bread as an accessory.

2012 DC MOTU COMICS

As the Master of Death, Skeletor conjured the spirits of the dead from across all time and space in the 2012 DC comics. One of these spirits was Wun-Dar, who was identified by name and described as one of the past heroes who existed before He-Man. Under the evil overlord's command, he battled He-Man until his soul was freed.

XAN



Carpets

Sending enemies into other dimensions via tapestries

1986 BRAZILIAN EDITORA ADRIL MOTU COMICS

The mysterious cloaked woman Xan was an enslaved servant of the giantess Górgone, controlled by Górgone's Solar Amplifier. Xan ran a street shop in the city of Xarkoran and was known as the famous tapestry maker of Xarkoran. Her shop contained beautifully ornate magical tapestries. When an unwary victim drew too near, Xan would push them into a tapestry and send them to Górgone's dimension. The victim's image would remain imprinted as an eerie design on the tapestry. When He-Man destroyed the Solar Amplifier, Xan was liberated from Górgone's control and promised to start a new life selling fruit instead of tapestries.

XIPOTAM

Writing

1984 UK WORLD MOTU ANNUALS

Xipotam was Etemia's greatest bard and playwright. He penned the renowned Eternian play Toman.

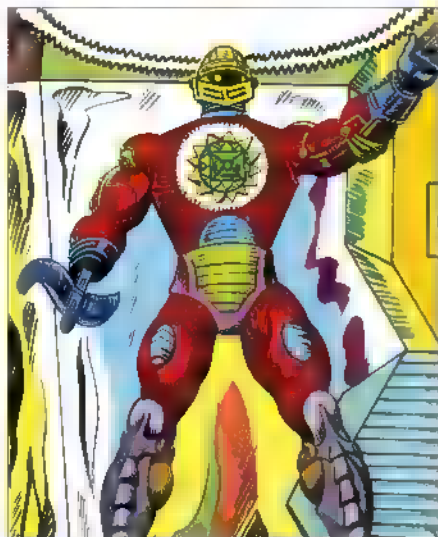
XUGAR

Xyks

Laser ray

1987 GERMAN EHAPA MOTU COMICS

An ambassador of the Xyks, Xugar was from the planet Xygon. When his spaceship landed in front of the Royal Palace, several Eternians were incapacitated and taken onboard. Xugar emerged and declared that he had been chosen to peacefully unite the citizens of all galaxies. He explained that, to accomplish this, he must study the Etemians, who would be released shortly.



The Xyks' true intention, however, was to abduct people and bring them to Xygon in order to repopulate the planet. Able to fire a laser ray out of his head, Xugar was defeated when the ray was deflected and disabled the crystal on his necklace, which served as his energy source.

YARDAZ

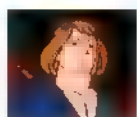


Sorcery

1986 UK MOTU COMIC MAGAZINES

Yardaz was the prime sorcerer of an alien dimension. Skeletor had stolen one of his dimensional portals many years before.

YARROW



1983 FILMATION MOTU ANIMATED SERIES

Raya's father Yarrow was a brave and determined man who confronted and tried to reason with

Fisto when the latter was still a villain.

YOLT



Hammer

Blacksmithing
Enhanced strength

1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES

Better known as the Blacksmith of Crelus, Yolt lived a solitary life in his workshop, forging weapons and armor for the forces of good. He had incredible strength and wielded his blacksmith's hammer as a weapon in battle. The fires in Yolt's Atomic Forge foretold that he would be visited by two sets of strangers—one evil, one good—both asking that he make weapons for them.

Yolt was tricked by Skeletor into thinking the Mutants were the good strangers he was waiting for. He began upgrading the Mutant weapons. He gave Flogg, Hoove, and Optikk new weaponry before discovering he had been duped. To atone for his mistake, he supplied the Galactic Guardians with new weapons as well.

YUKKERS



Trollans

1983 FILMATION MOTU ANIMATED SERIES

Yukkers was Dree Elle's mischievous cousin from Trolla who briefly visited Eternia and created mayhem. Too inexperienced to work magic, he had fun with hand buzzers and other gimmicks, often leading to trouble for himself and others.

ZA-GRAS



1986 BRAZILIAN EDITORA ADRIL MOTU COMICS

Za-Gras was a mysterious Trollan-like being with a white robe and beard. He was referred to as Orko's master.

ZAGRAZ



Psychic ability to control comets

1983 FILMATION MOTU ANIMATED SERIES

Bumbling and forgetful, Zagraz was an ancient keeper of comets who resided on Zagraz Mountain. He could psychically control comets to do his bidding, much like a conductor leading an orchestra. He had to stay in the vicinity of the mountain or risk the comets losing their sense of direction and creating havoc across Eternia. Considering himself a failure after inadvertently destroying one of the Cosmic Comets, Zagraz came to terms with his past mistakes and helped save Castle Grayskull.

ZAK

ZAK



1990 NEW ADVENTURES OF HE-MAN
ANIMATED SERIES

Zak was one of the original inhabitants of Makkina. He formed an underground rebellion against the Protectons who had enslaved his people.

ZALT



Sorcery
Teleportation

1983 FILMATION MOTU ANIMATED SERIES

From the planet Omiros, Zalt was the evil four-armed wizard who used Orko's magic to conquer his world. Arrogant and magically powerful, he had no problem oppressing his people. Zalt could teleport an object from one place to another, project bolts of energy from his hands, and create a large pink bubble in which he traversed the skies.

ZANDINI



Grand Council of Universal
Magic

Sorcery

1986 UK MOTU COMIC MAGAZINES

Zandini was a member of the Grand Council of Universal Magic and came to Eternia to determine if Orko was worthy of his powers. Vindictive and callous, he did not approve of Orko's use of magic to entertain and resolved to remove Orko's powers. However, Orko had passed the necessary tests to prove his worth, and therefore the council intervened, declaring that Zandini had overstepped his authority. They stripped him of his powers and took him away to be punished.

ZANTHOR



Passing through walls
Conjuring spirit-like images

1983 FILMATION MOTU ANIMATED SERIES

Zanthor was once keeper of the Golden Disks of Knowledge, but in a moment of weakness, he accepted an alliance with Skeletor and gave him the disks, betraying Eternia. As punishment, Zanthor was banished to the Phantom Zone by the Council of the Wise. When he returned, he allied with He-Man and was able to retrieve the disks. In his phantom form, he could pass through solid objects and conjure up spirit-like images to disorient his enemies. Forgiven for his past crimes, Zanthor was made a Cosmic Enforcer by Zodac, serving the Overlords of the Eternal Dimension.

2008 MOTU CLASSICS

The Classics canon furthered Zanthor's arc. As a human member of the Cosmic Enforcers, Zanthor arrived on Trolla with two fellow Cosmic Enforcers to reset the cosmic balance of good and evil. He helped Despara resurrect Keldor as a beast-like Skeletor. When one of the Cosmic Enforcers expressed doubts at their actions, Zanthor assured her that, for the sake of neutrality, evil must live.

ZEELAH

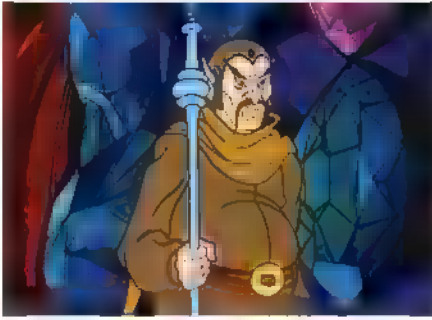


Council of Elders

2002 MIKE YOUNG PRODUCTIONS MOTU
ANIMATED SERIES

An ambassador to the Council of Elders and Zodak's brother, Zeelahr was devoured by King Hssss while Zodak helplessly watched.

ZEM



1983
Sorcery

1983 FILMATION MOTU ANIMATED SERIES

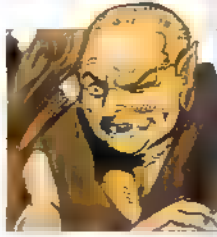
Zem was an unpleasant and jealous wizard who wished to obtain Lyra's hand in marriage. He was twice her age, out of shape, and generally undesirable. After attempting to prevent Lyra's marriage to Torm, he was transformed into a frog by Shadow Wing.

ZENOI

1984 UK WORLD MOTU ANNUALS

Zenoi, an elderly woman, served at the Royal Palace of Eternia as a nurse.

ZESSEK



1986 UK MOTU COMIC MAGAZINES
Zessek, an alien being from an unspecified world, was the victim of a robbery by the intergalactic criminal Galen Nycoff.

ZIKRAN



1983
Inventing

1983 FILMATION MOTU ANIMATED SERIES

Zikran was a somewhat bumbling genius who invented the Transmutator. He was Ileen's father and spoke in a comical voice.

ZILORA



1983
Snake Clan

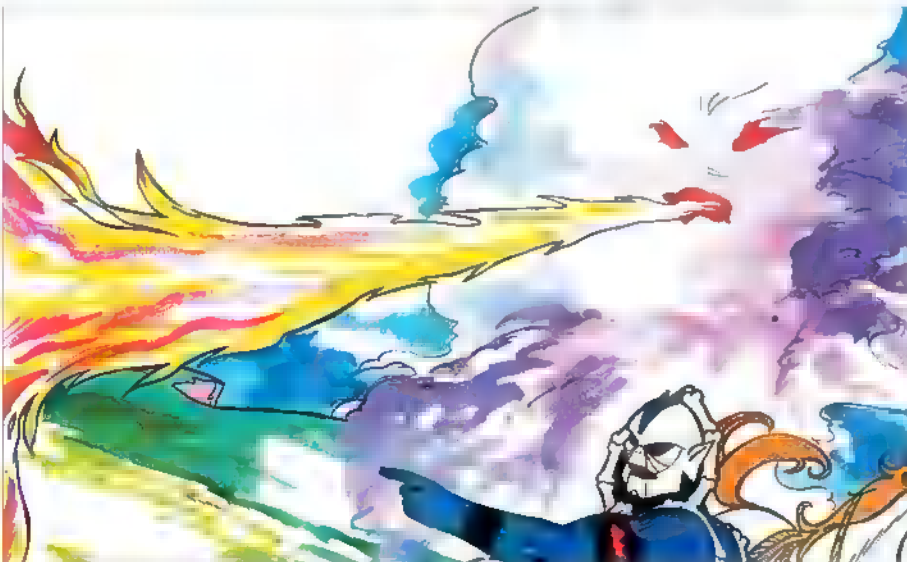
Staff

Hand-to-hand combat
Strategy

1983 FILMATION MOTU ANIMATED SERIES

The strong-willed leader of the Snake Clan from Eternia's past, Zilora was both a great leader and a warrior. She confronted Skeletor, whom she dubbed "Ghostface," for turning the once-peaceful Ape Clan against her people. Distrustful of strangers, she would jump to conclusions about them. Her armor had a snake motif.

ZIN

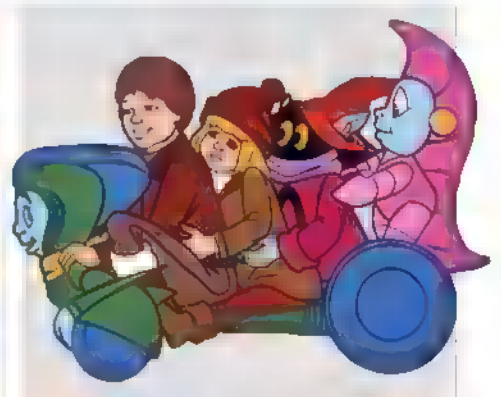


1985
Sorcery

1985 UK WORLD POP ANNUALS

The spirit of Zin, a dark wizard from Etheria's distant past, was called upon by Hordak to assist in defeating the Great Rebellion. In exchange for command of his legions, Zin demanded that Swift Wind be offered as a sacrifice in the Tobok Mountains.

ZIPPER



1985
Manchines

Speed

1985 FILMATION POP ANIMATED SERIES

Zipper was a vehicular Manchine who sported four wheels, enabling him to travel quickly while carrying passengers.

ZODAC

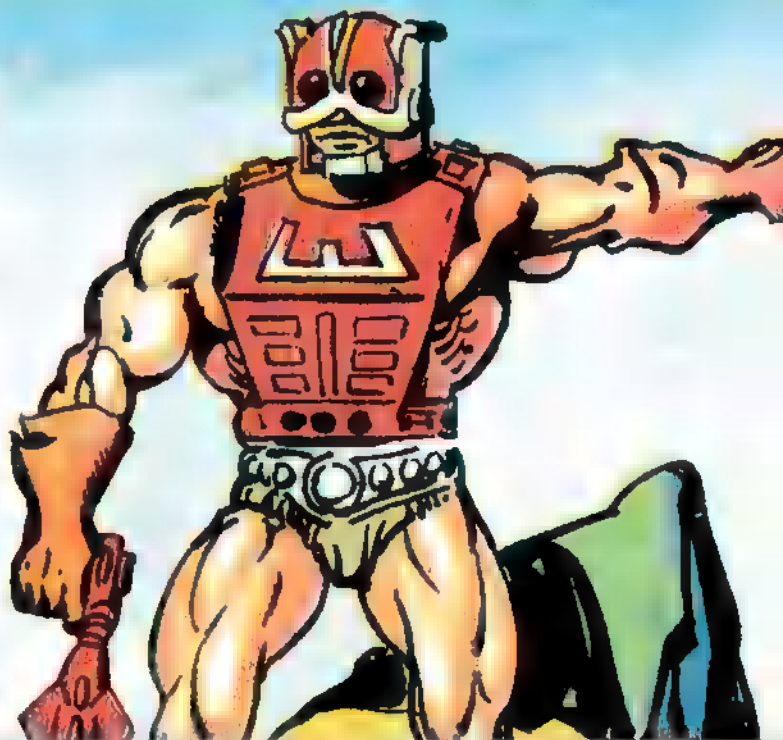
Cosmic Enforcer
Cosmic Explorer
Master of the Cosmos

Zodac Zur

Cosmic Enforcers
Council of the Wise
Council of Elders
Overlords of the Eternal
Dimension
Heroic Warriors
Evil Warriors
Demons of Evil

Laser pistol

Omnipotence
Immense cosmic power
Projecting energy bolts
from hands
Teleportation
Traveling through universe
Piloting
Precognition
Shape shifting



1982 DC MOTU COMICS

The omnipotent Zodac was well known on Eternia as a powerful being, and he, in turn, was aware of Prince Adam's dual identity. He both aided and hindered the heroes in their quests.

1983 FILMATION MOTU ANIMATED SERIES

The Filmation series provided additional backstory for Zodac, establishing that he had once been a member of the Council

of the Wise before it was disbanded. He then began serving the unseen Overlords of the Eternal Dimension, maintaining the cosmic balance in the universe. He could travel at incredible speeds upon his throne, accessing any point in the universe in an instant. The Sorceress was able to contact Zodac by telepathy when needed.



1983 LADYBIRD MOTU BOOKS

In contrast to earlier canons, the Ladybird books presented Zodac as a fully fledged member of Skeletor's Evil Warriors. Skeletor considered Zodac to be one of his more dependable minions, and he specialized in missions in outer space.

TRIVIA This depiction reflected the fact that Zodac was marketed as an Evil Warrior even as he was being reframed as a largely neutral character.

1983 ITALIAN PIÙ MAGAZINES

In stark contrast to other canons, Zodac was called "the Cosmic Explorer" in the Italian *Più* comics magazine stories. He bravely fought alongside the other Heroic Warriors and expertly piloted his vehicle, the Wind Raider.



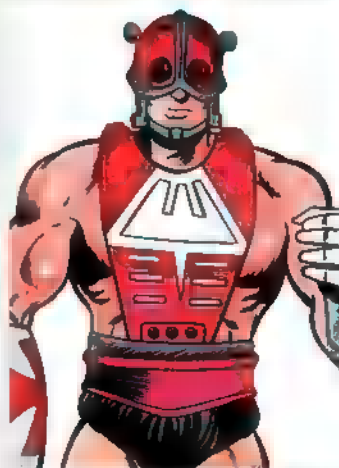
1983 MATTEL MOTU BOOK AND RECORD SETS

The *Power of Point Dread* book and record established Zodac as the mysterious Cosmic Enforcer whose duty was maintaining the universal balance. Zodac only intervened in the affairs of mortals when the cosmic balance had been affected in some manner. For instance, it was Zodac who showed He-Man the whereabouts of Point Dread and the Talon Fighter when Skeletor dared to upset the cosmic balance. Zodac wielded immense cosmic power, the full extent of which was unknown. He could appear and disappear at will and also carried a futuristic blaster gun. Zodac was very wise, though he was also deeply enigmatic.



1983 GOLDEN MOTU BOOKS

In addition to his more common characteristics, Zodac was notable in the Golden books for having been the one to choose He-Man to battle Skeletor when the latter had obtained both halves of the Sword of Power.



1984 UK WORLD MOTU ANNUALS

Also emphasizing Zodac's neutrality, the World annuals established that Zodac would not interfere in the affairs of Eternia. He would instead inform others about future events or the current actions of their enemies to maintain the balance between good and evil.

1984 GERMAN MOTU AUDIO PLAYS

Though the German audio plays also adhered to the concept of Zodac as a neutral being, Skeletor seemed to consider him an ally, even inviting him to the Conference



of Evil. Zodac usually appeared unexpectedly and was said to know everyone's future. He often seemed to work more in favor of the villains, though upon further inspection, his actions usually benefited He-Man.

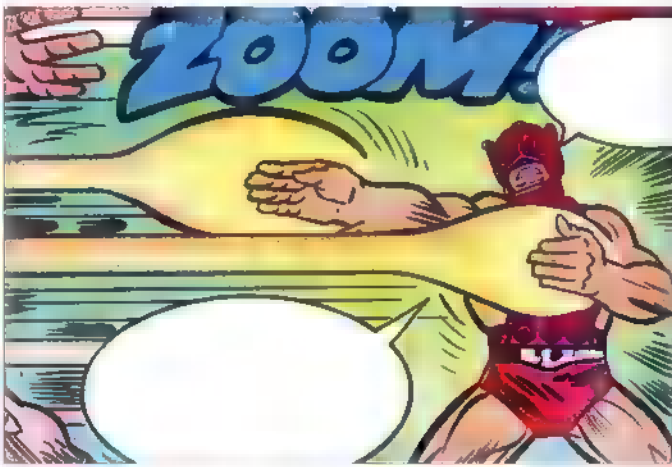
His cosmic powers granted Zodac the ability to fly, to teleport, and to change his physical form.

Zodac herded a horde of cosmic beetles, which Skeletor once used to attack He-Man and his friends.

Some Eternians assumed that Zodac built the Cosmic Bridge in the Plain of Perpetua, which connected Eternia to Earth.

1984 GERMAN INTERPART-CONDOR MOTU COMICS

In contrast to most canons, the Interpart-Condor comics portrayed Zodac as a truly sinister creature from unknown regions of space. Aware of anyone's future, he would use the knowledge to play cruel games with his enemies. Craving what he called "the lost energies of Grayskull," Zodac joined Skeletor's Demons of Evil but was a rival to the Lord of Destruction.



1986 UK MOTU COMIC MAGAZINES

The UK comics established that Zodac was part of a powerful galactic race of beings who were sworn to uphold the cosmic balance.

1986 BRAZILIAN ESTRELA MOTU MINICOMICS

In the Brazilian Estrela minicomics, Zodac was referred to as "the Space Messenger." He appeared to be neutral in alignment, though he seemed to favor the side of good.

An extremely powerful being who could travel light years in the blink of an eye, Zodac possessed immense power and great knowledge of the universe. When he was summoned by King Randor and Skeletor during a deadly interplanetary attack on Eternia, Zodac agreed to seek out the culprits. Upon confronting the attackers, the tiny inhabitants of the planet Iala, Zodac referred to Eternia as his home planet. Zodac rode through space on his cosmic chair and materialized in a ball of light.



2008 MOTU CLASSICS

Remaining true to Zodac's dominant characteristics, the Classics canon provided new details about his backstory. Zodac Zur was a member of the Council of Elders in the service of King Grayskull until the king's death. Choosing to retain his human form rather than join the council as a noncorporeal being, Zodac left Eternia and his apprentice Kar-Tor (who later became Zodak). Finding peace among the stars, Zodac became a Cosmic Enforcer for the



Overlords—keepers of the neutral balance between good and evil in the universe. Though his ties to Eternia were gone, the ongoing battle for Grayskull's Sword of Power often brought him back to his native world. He participated in the Second Ultimate Battleground, fighting alongside his former student Zodak and the Masters of the Universe. Afterward, Zodac was apparently assassinated. His replacement, Strobo, was assigned to investigate his predecessor's mysterious death.

2012 DC MOTU COMICS

Once over a million strong, the Cosmic Enforcers engaged in a brutal war with the Horde for centuries. Zodac was the last Cosmic Enforcer. He bore witness to the total destruction of the Cosmic Enforcers as Hordak absorbed the souls of the dead. Zodac was referred to as Hordak's brother. This might be the reason why Zodac survived while the others died. He later became a mere observer of destiny.

He claimed to be unable to influence events himself. In truth, he could and did under extreme circumstances. He once guided and amplified an Eternian guard's blaster to save a young Prince Adam from Beast Man's attack.

Zodac appeared to Prince Adam after the great battle between He-Man and Skeletor. He informed Adam that he and the entire universe were free, no longer bound to a destiny. Zodac thanked Adam and then vanished once more.



IMAGE COURTESY OF DC COMICS



ZODAK

ZODAK

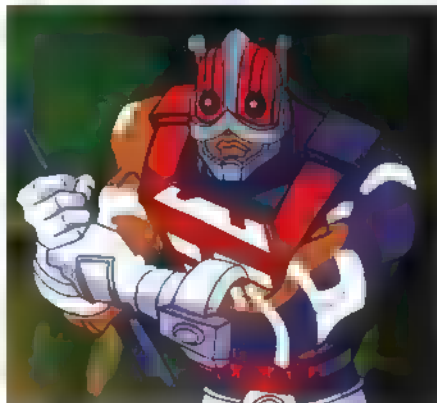
Mystic Enforcer

Kar-Tor

Masters of the Universe
Cosmic Enforcers
King Grayskull's Masters of the Universe

Cosmic Staff
Mace

Sorcery
Teleportation
Insight into opponents' weaknesses
Immortality



Haunted by the memory of his brother Zeelahr's death at the hands of King Hssss, Zodak not only sought vengeance against the Snake Men when Kobra Khan set out to free them, but he manipulated events himself so that Kobra Khan would succeed in his aim and thus allow Zodak his chance for revenge. While Zodak was himself responsible for the Snake Men being unleashed onto present-day Eternia, he was also instrumental in their ultimate defeat following his final victorious battle against King Hssss.

2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES

A Cosmic Enforcer, Zodak aided the Council of Elders in trapping King Hssss and the Snake Men beneath Snake Mountain. In He-Man's time, Zodak was often found meditating ■ a retreat high upon ■ peak within the Mystic Mountains. He possessed the power to gain insight into an opponent's weaknesses. He also wielded a battle staff which could amplify and reflect an enemy's magic. Further, he could tap into the Elders' power to enhance his own. He traveled by teleportation or seated upon ■ flying chair. He was one of the few who were aware of Prince Adam's dual identity.



2008 MOTU CLASSICS

The Classics canon reconciled Zodak's existence with that of Zodac, the Cosmic Enforcer, and established that they were two separate characters. Once Kar-Tor, Zodak was an ancient ally of the Council of Elders and had studied the fighting styles of the Cosmic Enforcers. He fought for King Grayskull as one of his Masters of the Universe during the First Ultimate Battleground.

Instructed by his mentor Zodac, Zodak became his replacement on the Council of Elders when the Cosmic Enforcer left Eternia to serve the Overlords of Trolla. With the help of the council, Zodak used his staff to banish King Hssss and his Snake Men into the Void following King Grayskull's death. In the centuries that followed, he monitored Eternia while living a solitary life at his compound in the Mystic Mountains.

Both Zodak and Zodac took part in the Second Ultimate Battleground.



ZOG



1986 UK MOTU COMIC MAGAZINES

Zog was a naive, childlike alien who was only a few inches tall. He stole a minuscule spacecraft from his home world and came to Eternia, where he joined the Evil Warriors in their fight against He-Man. Zog used his extremely powerful spacecraft to generate elaborate and convincing illusions. Learning the hard way how evil Skeletor was, Zog vowed to return home, confess all to his people, and aspire to be ■ Heroic Warrior instead of an evil one.

ZOLTAR

1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES

Zoltar was one of Torzag's workers on Concert-Star. He had studied old-fashioned rock concerts.



ZONTOS

Sorcery



1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES

Zontos was ■ short, one-eyed wizard who, along with his friend Dagar, attended Master Sebrin's wizards meeting on Primus. After Dagar disappeared, he and Sebrin confronted Ramlin—who revealed himself to be evil and subsequently stole Zontos's powers. Zontos was later restored when He-Man defeated Ramlin.



CHAPTER 2

BEASTS, CREATURES & MONSTERS

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AALA**1985 FILMATION POP ANIMATED SERIES**

Aala was the most prominent of the White Fangs—creatures that resembled white wolves with large fangs. She was referred to as the “sister” of Princess Allegra.

ALCONADROID

Galactic Guardians

**1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES**

The Alconadroid (named after Alcon) was a fusion between a captured Anadroid and a Terrorclaw to create a weapon to help He-Man's rebellion against the Mutant occupation of Primus. It

was created by the scientists and remotely controlled by Alcon.

ALLIGATOR LION**1983 FILMATION MOTU ANIMATED SERIES**

The Alligator Lion from Trolla appeared to be an alligator with lion legs. The creature could move and leap at high speeds.

ANADROIDS

Evil Mutants

**1990 NEW ADVENTURES**

OF HE-MAN ANIMATED SERIES
Anadroids were Skeletor's robotic creations manufactured in the Android Factory of Gorn City. They were initially

disguised as Zeps before revealing their true form at Skeletor's command. They were huge, white-haired creatures with glowing red eyes and razor-sharp teeth. They managed to overwhelm Primus's defenses from within and acted as a conduit for Skeletor's magic. After much research and testing, the Scientists of Primus discovered that the Anadroids were vulnerable to mud.

AQUATIC DRAGONS**1987 ITALIAN MAGIC BOY MAGAZINES**

The ferocious Aquatic Dragons lurked within the brackish swamps of Denebria. The creatures were quite large and roared with furious rage whenever an intruder trespassed in their waters. Aquatic Dragons had blowholes atop their heads and could spray powerful streams of water at their victims.

ARAKNA**1983 FILMATION MOTU ANIMATED SERIES**

The giant, red, spider-like Arakna served Fisto while he was allied with Skeletor. Two of its eight legs were clawed, and it projected a sticky webbing from its mouth.

ARCTIC FOX**1985 UK WORLD POP ANNUALS**

During the harsh winters in the Kingdom of Snows, Frosta's castle would become isolated from the rest of Etheria. The Arctic Fox and the Snow Hawk were her sole companions.

ARGAZOID**1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES**

The Argazoid was a computer creature created by Mikros and placed inside Primus's master computer to corrupt its programming and turn it against the people. He-Man befriended the virus, who preferred to be called Argie.

**AROMA-BLOSSOMS**

Overpowering scent

**1986 UK MOTU COMIC MAGAZINES**

Aroma-Blossoms were jungle leaves with an overpowering smell. Moss Man used them to mask his scent from pursuers.

AROO**1983 FILMATION MOTU ANIMATED SERIES**

A giant, ape-like creature, Aroo was the guardian of the Masks of Power in the City of the Ancients.

ARROW



Great Rebellion

Speed
Flight

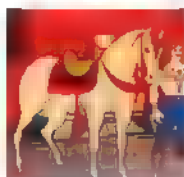
1985 FILMATION POP ANIMATED SERIES

One of the fastest steeds on Etheria, Arrow was Bow's faithful horse. He displayed a thirst for adventure, just like his master. Arrow was completely loyal to Bow.



1985 POP MINICOMICS

In the POP minicomics, Arrow was a heroic blue horse. He could gallop at high speeds and was a loyal companion. While it was generally known that Arrow was Bow's horse, Glimmer is seen riding him in *Across the Crystal Light Barrier*.



1985 GOLDEN POP BOOKS

Unlike in the Filmation series, Arrow could fly Bow into battle.

2008 MOTU CLASSICS

The Classics canon established that Arrow went with Bow to Etemia and participated in the Second and Third Ultimate Battlegrounds. The mighty steed battled both in the air and on the ground and appeared both tan in color and, later, blue.



ARTHROS



Flight

2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES

Arthros were large Eternian flying insects with crab-like claws.

ASNER

Intelligence
Flight

1985 LADYBIRD POP BOOKS

Asner was the old and pompous leader of a flock of geese on Summer Isle.

ASTEROID MUTTS



1990 NEW ADVENTURES

OF HE-MAN ANIMATED SERIES
Asteroid Mutts were savage creatures who lived on asteroids. They were large, brown animals with snouts.

ATTACK FISH



1983 FILMATION MOTU ANIMATED SERIES

Attack Fish were miniature creatures who resembled their master, Mer-Man. Although they were primarily water based and would remain submerged for extended periods of time, the Attack Fish were also highly proficient on land as well.

ATTILA ONE



1983 ITALIAN
PIÙ MAGAZINES

Attila One was a massive robot Skeletor once sent to attack the Heroic Warriors. The mechanical nightmare possessed great strength, could shoot

a missile from its chest, and could fire laser beams from its robotic eyes. It carried a large shield in order to deflect enemy attacks.

BABAL FISH

1986 UK POP COMIC MAGAZINES

The Babal Fish was a space fish that could hold its breath in outer space for up to twenty koolons.

BAKKULL



1983 FILMATION MOTU
ANIMATED SERIES

Bakkull was a legendary giant monster who could only be summoned from the depths of the Crystal Sea once every twenty years. He would obey the commands of the holder of the Crimson Pearl and required a sacrifice for his service.

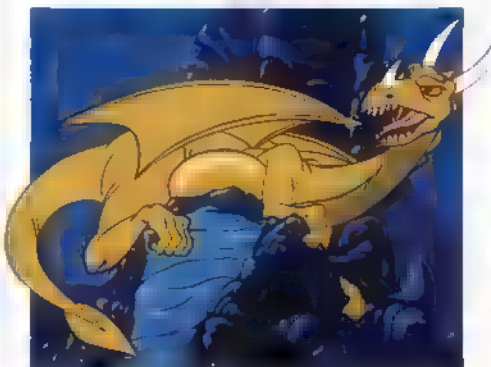
BANSHEES



1983 GOLDEN MOTU BOOKS

Banshees were dangerous creatures with the ability to glow in the dark.

BARAKA



1983 FILMATION MOTU ANIMATED SERIES

Baraka, one of Whiplash's pets, was a huge golden dragon from the Demon Zone.

BARNIT



1986 MOTU
NEWSPAPER STRIPS

A Barnit was a large, bear-like creature from the planet Naxos.

BAT LEECHES



1983 FILMATION MOTU ANIMATED SERIES

Bat Leeches were small, pink leeches with wings created by Sh'Gora. They emitted high-pitched shrieks.

BAT-GNOME



Evil Warriors

1983 MOTU MINICOMICS

The Bat-Gnome was a small, pink bat-like creature who spied on Skeletor's enemies. The creature whispered its findings to him.

BATTLE BONES



Heroic Warriors
Evil Warriors

1983 MOTU MINICOMICS

Once a king among his species, Battle Bones was the reanimated skeleton of a dinosaur-like creature whose remains had rested, undisturbed, for uncountable ages. Skeletor magically raised and controlled him until the Sorceress broke the spell and gave him a voice. Thenceforth, Battle Bones vowed to aid the Heroic Warriors.

BATTLE CAT

Fighting Tiger

OTHER NAME

Cringer

AFFILIATION

Heroic Warriors
Green Tiger Tribe

SPECIAL

Strength
Agility

1982 MOTU MINICOMICS

A large green-and-yellow tiger, Battle Cat was He-Man's steed and faithful companion in the battle against Skeletor. He possessed great strength, agility, and ferocity, along with crimson riding armor and helm. Battle Cat obeyed He-Man's spoken commands and was instrumental in fending off Skeletor and his Evil Warriors.

TRIVIA: Though Battle Cat did not seem to have the ability to speak in the earliest minicomics, he gained it in the second wave of stories.

1982 DC MOTU COMICS

In the DC comics, Battle Cat displayed a marked thirst for blood and possessed the ability to speak. He enjoyed the thrill of battle and would complain when there were no adventures to be had. Though he was born in the dense jungles of Eternia, Battle Cat had a strong dislike for them.

1983 FILMATION MOTU ANIMATED SERIES

Battle Cat's characterization was redefined in the Filmation series. He first came into being when Cringer witnessed Prince Adam's transformation. He-Man inadvertently pointed the Sword of Power at his pet and transformed Cringer into the mighty Battle Cat, who was fearsome and courageous. He often voiced his pleasure at being released from his cowardly alter ego and had a dry sense of humor, frequently joking at Orko's expense.

He-Man and Battle Cat shared a deep bond. They rode, fought, and joked together, sharing an unshakable trust. Though He-Man occasionally had to

rein in Battle Cat's desire for combat, Battle Cat's aggressiveness sometimes compensated for He-Man's moral aversion to violence.

Strong and agile, Battle Cat possessed a powerful roar that could frighten away, or communicate with, other creatures. His keen sense of smell allowed him to track friends or foes. He could also leap high and far.

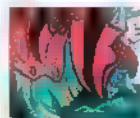
1983 KID STUFF MOTU RECORDS

In the Kid Stuff records, Prince Adam's pet tiger, Cringer, was transformed into Battle Cat when his master became He-Man.

1984 GERMAN MOTU AUDIO PLAYS

Unlike his anxious alter ego Cringer, Battle Cat loved the thrill of a fight and longed to jump into any kind of battle headfirst. His greatest wish was to get Skeletor between his teeth so he could tear apart the Lord of Evil. Not very patient and usually in a bad mood in the morning, Battle Cat sometimes put himself into a rage and had to be calmed down. Nicknamed "Old Tomcat," he was a good friend to He-Man nonetheless. Battle Cat carried his friends into battle and fought alongside the Masters of the Universe without any hesitation.

1986 MOTU NEWSPAPER STRIPS



Before Prince Adam left for the planet Naxos, he transformed Cringer into Battle Cat and left him, Ram Man, and Clamp Champ in charge of protecting Eternia. Furthermore, He-Man informed Clamp Champ and Ram Man that Battle Cat would serve as their direct contact with the Sorceress if they needed additional help.

2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES

Battle Cat did not speak in the MYP animated series. The tiger did display nobility by courageously standing by He-Man and was his main method of transportation. Battle Cat could run very fast across the plains of Eternia, jump great distances, and leap on the backs of Sandworms. Battle Cat was able to recall his and Adam's youth, and he also helped rescue Queen Marlena.



2008 MOTU CLASSICS

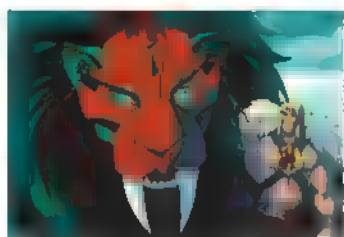
The Classics canon differed in small ways in its portrayal of Battle Cat. It established that Battle Cat first appeared when Prince Adam united the two halves of the Sword of He, transforming himself into He-Man and his pet tiger, Cringer, into Battle Cat. Battle Cat participated in the Second Ultimate Battleground. During He-Man's absence on Eternia, Battle Cat asked Ram Man and a small band of heroes to join him on a mission in Hyperspace. While Battle Cat and the others were only in Hyperspace for a few days, several years passed on Eternia.

**BATTLE LION**

Heroic Steed of King Grayskull

Granger

King Grayskull's Masters of the Universe

**2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES**

The faithful steed of King Grayskull, Battle Lion was a giant green lion who carried his master into battle in Eternia's distant past. The two were old friends and had traveled the width and breadth of Eternia together.

TRIVIA: Grayskull's steed was not officially given the name Battle Lion until the 2008 Classics toy and minicomics canon. In the MYP series, the great cat was unnamed. The fans referred to it as "Battle Lion" upon its first appearance in 2003.



Grayskull channeled through the Sword of He and enhanced Battle Lion's strength and stamina. The power also enchanted his battle armor to protect him against magical attacks. Battle Lion carried King Grayskull into many battles, including the First Ultimate Battleground.

2008 MOTU CLASSICS

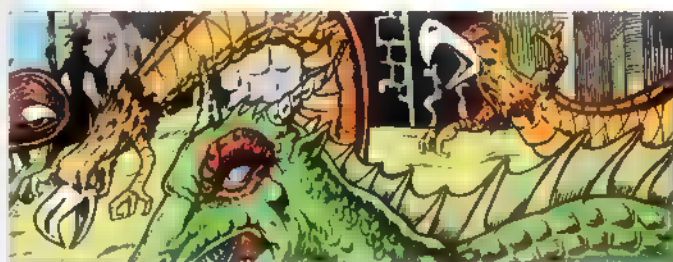
The Green Tiger Tribe gave the cub Granger, a liger prince, to a young D'Vann Grayskull as a gift of gratitude for saving their home from Gar pirates. Granger grew up to be Grayskull's giant steed Battle Lion. Loyal protecting him, the great lion stood by Grayskull's side during the Great Wars against King Hssss and the invading forces of Hordak. The Power of

BATTY

Space Pirates

1983 FILMATION MOTU ANIMATED SERIES

Perched upon the shoulder of Sticky Fingers, leader of the Space Pirates, Batty was a small, pink gargoyle-like creature who often echoed the sentiments of his master. Though he had wings, he did not appear to be able to fly.

**BEAKED SLITHERS****1983 GOLDEN MOTU BOOKS**

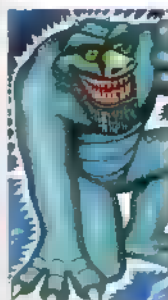
Beaked Slithers were dangerous creatures with the bodies of snakes and the heads of birds. Their small arms extended from just below their heads.

BEAST MONSTER**1985 FILMATION MOTU/POP ANIMATED CHRISTMAS SPECIAL**

The Beast Monster was an enormous blue creature that resided in the Old Ruins on Etheria.

BEATIE FLOWERS**1986 UK MOTU COMIC MAGAZINES**

Beatie Flowers were used by Orko as ingredients for spells and potions. Their juice, combined with that of Keller Flowers, could produce a sleeping draft.

**BEHEMOTH**Supersenses
Superstrength**1983 LADYDIPLOMOTU BOOKS**

The Behemoth, a legendary creature from the Labyrinth of Perpetua on Eternia, was the most feared creature in the labyrinth. Its earsplitting roar struck terror into any who heard it. It had been cast into a deep sleep centuries before, from which it was awakened by Skeletor.

BELLATRON

AFFILIATIONS

Darmi

Saw-blade hands
Weakening eye beams

Flight

1983 FILMATION MOTU ANIMATED SERIES

Created by the Darmi, Bellatron was an indestructible, thirty-foot-tall gladiatorial robot. It could project metal cords to capture opponents, eye beams to weaken them, and saw blades that extended from its hands. It could fly with the aid of wings that popped out of the rocket pack on its back. Bellatron was built for the purpose of fighting against living opponents, whom the Darmi would pit against it in the fights they betted on.



BIGTOOTH FURLONS



1983 FILMATION MOTU ANIMATED SERIES

Bigtooth Furlons were blue, leopard-like animals with prominent horns on their heads and spines on their backs. They were passive in packs, especially if they had recently fed.

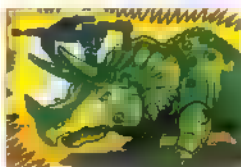
BIONATOPS

Bionatops

AFFILIATIONS

Heroic Warriors
Masters of the Universe

WEAPONRY

Blasters
Horn
Built-in lasers
Techno-cannon blasterGeneration of weapons to
adapt to threats

1983 MOTU MINICOMICS

Bionatops was a gigantic cyborg dinosaur resembling a triceratops. It lived in Preternia and was conjured by the Sorceress to carry He-Man into combat during the Preternian era. Bionatops had a gun mounted atop its horns which fired intense power rays. Bionatops was a natural enemy to Tyrantisaurus Rex.

Preternian era. Bionatops had a gun mounted atop its horns which fired intense power rays. Bionatops was a natural enemy to Tyrantisaurus Rex.

TRIVIA: There were three dinosaurs produced for the vintage MOTU toy line—Bionatops, Turbodactyl, and Tyrantisaurus Rex. A prototype for a fourth dinosaur, the enormous Gigantisaur, was created but never released.



2008 MOTU CLASSICS

The Bionatops was infected with the Techno-Organic Virus, which gave it the ability to generate cybernetic weaponry. After He-Man rescued it from Snake Men hunters in Preternia, it became his steed in Eternia's distant past and returned with him to his own time.

The Bionatops joined the Masters of the Universe during the Second Ultimate Battleground. When Skeletor received a fatal blow from the dying Hordak, he absorbed the Bionatops's Techno-Organic Virus to transform himself into a magical cyborg.

BIRDS OF KYRTIS

1985 FILMATION POP ANIMATED SERIES

The giant birds of the planet Kyrtris had dragon-like bodies, feathered wings, horns, and sharp, greenish-blue beaks. They bore a strong resemblance to the Mother Roe of Eternia, and they were strong enough to pick up individuals and carry them for great distances. Initially savage, one of the birds was injured while attacking the Rebels from Etheria. She-Ra healed its wing, and in return it led more of its kind to the Rebels' rescue during their escape from the Horde in the Mines of Mondor.



BITTER ROSE



1983 FILMATION MOTU ANIMATED SERIES

A goddess once went every day to the top of a mountain and waited for the safe return of her warrior husband. Each day, when he did not return, her tears watered the ground, and a rose grew where they fell. The Bitter Rose was the only thing which grew on Rose Mountain after the disappearance of the goddess. If picked, the rose would drain the life force from its holder to keep itself alive, and Rose Mountain would fall.

BLACK NIGHTMARE

1983 FILMATION MOTU ANIMATED SERIES

The Black Nightmare was a type of flower grown only on Trolla, known among Trollans for its dangerous effects. The evil Count Marzo established a flower farm on Trolla for the purpose of growing the Black Nightmare to further his own evil deeds. Its scent produced a feeling of euphoria for a short period, before inducing a strong addiction in Marzo's unwitting victims. Count Marzo used the Black Nightmare in a scheme to drug the children of Eternia into becoming his unwitting slaves.



BLOPPLEBERRY FLOWER

1986 UK MOTU COMIC MAGAZINES

The Bloppleberry Flower was located on the farthest planet from Eternia. Orko attempted to magic a Bloppleberry Flower to Eternia, but his spell went wrong, and he instead transported the evil demon Krrylak the Mighty to Eternia.

BONE WARRIORS

AFFILIATIONS

Evil Warriors

WEAPONRY

Swords
Spears
Lasers projected from skulls

SPECIAL ABILITIES

Regeneration
Self-replication

2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES

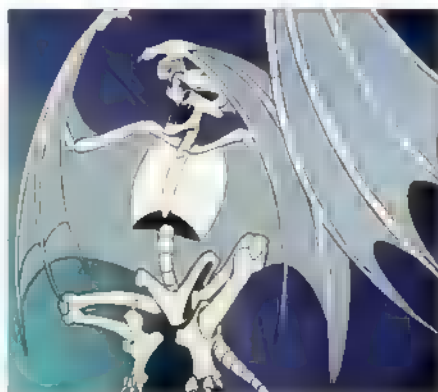
The Bone Warriors were created by Tri-Klops to serve Skeletor. They appeared to be small bone



fragments joined to create a warrior creature. They carried swords and spears into battle, but their main weapon was their ability to self-replicate when destroyed.

Tri-Klops controlled them with a remote-control device, with which he could also upgrade their capabilities. The Bone Warriors could even combine to form a giant Bone Warrior.

DONEDATS



Projecting beams of energy from eyes

1985 FILMATION POP ANIMATED SERIES

Created by Duke Drear, the Bonebats were giant, bat-like skeletons that were magically animated. The creatures possessed the ability to project beams of energy from their eyes.

BOREBUG



1983 MOTU MINICOMICS

The Borebug was a deadly, man-sized insect that lived underground and was nearly blind. Its jaws were powerful enough to crush a human.

BORE-WORMS

1986 UK MOTU COMIC MAGAZINES

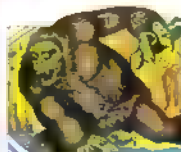
When Skeletor captured Man-At-Arms and used him to build advanced weapons for Skeletor's own evil use, he intended to feed Man-At-Arms to the Bore-Worms once he was finished with him.

TRIVIA: The Bore-Worms were included in the story as an homage to the Flash Gordon mythos.

BORGHUR

1987 GERMAN EHAPA MOTU COMICS

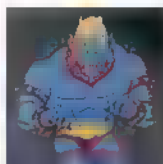
Borghur was a gigantic, ape-like monster who guarded the plans of Castle Grayskull, which were hidden in a grotto. He was tremendously powerful and unfazed by Skeletor's magic.



BRAYLOK

SPECIAL ABILITIES

Firing energy blasts from hands
Teleportation



1983 FILMATION MOTU ANIMATED SERIES

Braylok was an ape-like demon from the Realm of Demons. He could create powerful explosions with a blast from the palm of his hand or teleport others with him back to the Realm of Demons.

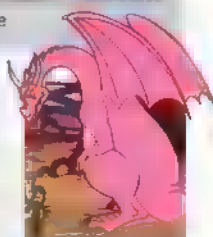
BRIGHT STAR

AFFILIATIONS

Dragons of Darksmoke

1985 FILMATION POP ANIMATED SERIES

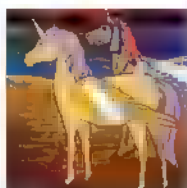
Bright Star was one of the Dragons of Darksmoke some one thousand years before He-Man and She-Ra's time. This pink dragon was friendly and loyal, particularly to his ally, King Tarbin.



BRIGHT WING

AFFILIATIONS

Unicorns of Unicorn Island



1985 FILMATION POP ANIMATED SERIES

Bright Wing was one of the youngest unicorns of Unicorn Island. He had suffered mistreatment at the hands of a human, leaving his wings stunted and limp. She-Ra used her healing powers to restore his wings to their former majesty.

BRINEBEAST

1986 MOTU NEWSPAPER STRIPS

The Brinebeast was a terrible monster with sharp teeth, a serpentine body, and four short legs.



BRONZAURS



1983 GOLDEN MOTU BOOKS

Bronzaurs were giant hairy creatures from another dimension. They were allied with A-Zor and the Serulans. Despite their fearsome appearance, Bronzaurs were timid and gentle.

BUNDAS COWS

1985 FILMATION POP ANIMATED SERIES

The Bundas Cows were a group of animals on General Sunder's farm. They were brown with prominent curling horns.



DURDIE

REG

Flight
Spraying water from trunk



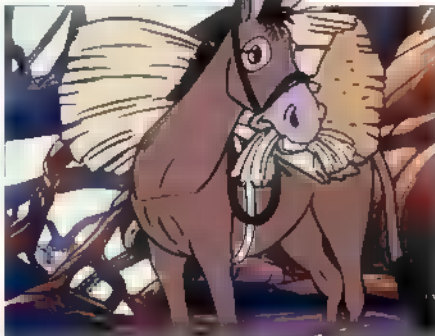
1983 FILMATION MOTU ANIMATED SERIES

Burbie was a playful flying creature with an elephant's trunk and stripes on his body. He was the pet of the young boy Chad, from whom he was almost inseparable. He scared Cringer and enjoyed chasing him around the Royal Palace.

BUSHTAIL

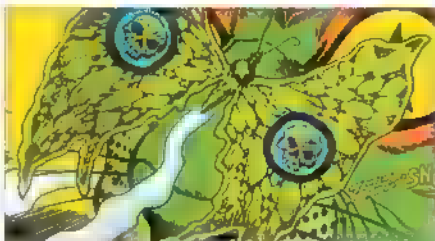
1983 FILMATION MOTU ANIMATED SERIES

A squirrel-like creature that resided high in the trees, the Bushtail had bulbous eyes and plenty of sass.

BUSTER

1983 FILMATION MOTU ANIMATED SERIES

Buster was Squire Wilkins's donkey and could carry large bales of hay. Buster was loyal to his master and, like him, was not terribly brave.

BUTTERFLY DEMON

Flight
Transformation

1983 GOLDEN MOTU BOOKS

The Butterfly Demon was a small green butterfly that could transform into an enormous, terrifying demon.

CARROCK

Bird People

Flight

BUTTERFLYER

Princesses of Etheria

Flight

1985 POP MINICOMICS

With the face, torso, and arms of a human female and enormous butterfly wings on either side, there were few modes of transport more striking than the Butterflyer. The large, pink flying vehicle could ascend to great heights while carrying at least three heroic passengers on its back. While the Butterflyer was a vehicle, its facial expression was eerily lifelike and seemed to change from time to time. Indeed, it is possible that the Butterflyer was actually a living being.

1986 GERMAN POP AUDIO PLAYS

The Butterflyer was a fairy-like creature with enormous wings. She carried the Princesses of Etheria on her back.

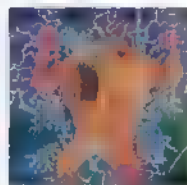
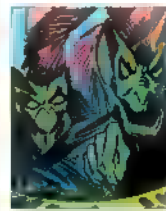
BYTE

Evil Warriors

Interfacing with computers

1983 FILMATION MOTU ANIMATED SERIES

Skeletor created Byte using the Malabeast as a basis. Byte was a creature of pure energy which could interface with any computer technology. It served Skeletor loyally and had a vicious nature.

**CAT PHANTOMS**

1985 POP MINICOMICS

The Cat Phantoms were dark, incorporeal creatures with orange eyes. They were summoned by Catra to do her bidding. They could be banished by Bow's magic arrows.

CATBIRDS

Flight



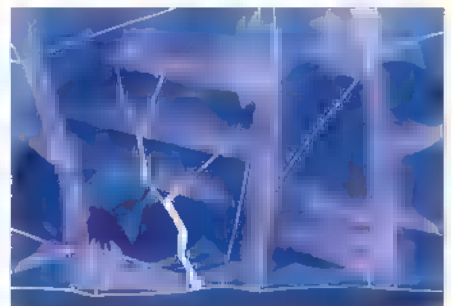
1985 POP MINICOMICS

The Catbirds were flying minions of Catra that looked like ordinary housecats with bird wings. They flocked in large numbers and were extremely vicious.

CATCHER PLANT

1983 FILMATION MOTU ANIMATED SERIES

The Catcher Plant was a man-eating plant indigenous to the Eternian Vine Jungle. Its enormous mouth dominated its large, pink, bulbous head.

**CATTERCHILLER**

1983 FILMATION MOTU ANIMATED SERIES

Hibernating beneath Eternia's Weather Station, the Catterchiller (also known as "the Great Catterchiller") was awakened by Orko. The creature was large and hairy and had the ability to shoot webbing from its mouth. Although it was aggressive, it was possible that the creature was merely annoyed by having its sleep disturbed, and it soon returned to hibernation.

CAZLOCK

1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES

Cazlock was an enormous, green-skinned amphibious creature who dwelled in the Quagmi Swamp. Slush Head described him as his best pal.



CHIBBIT

1985 FILMATION POP ANIMATED SERIES

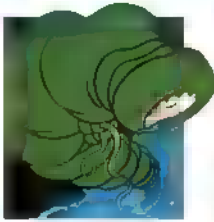
The Chibbit was a friendly, rabbit-like creature with a long tail. It would happily hop to anyone it felt wasn't a threat.



CHIMPORILLAS

1985 FILMATION POP ANIMATED SERIES

Originating from the Dark Dimension, the Centapod was a grotesque, wormy beast with sharp teeth and tentacles to grasp its prey.



CERES



Breathing fire
Incredible strength

1986 UK MOTU COMIC MAGAZINES

Ceres was the gigantic leader of the Dogs of War—a powerful army of colossal dogs that had been defeated by the Elders of Eternia centuries before. Following their defeat, Ceres and the dog soldiers were placed in a deep slumber by the Elders, imprisoned within a large statue of Ceres himself. Thousands of years later, Skeletor awoke the Dogs of War with a spell and unleashed them upon Eternos. However, when Ceres awoke from his slumber, he led the dogs to Snake Mountain instead, intent on wreaking vengeance on Skeletor for awakening him. He-Man defeated Ceres and the Dogs of War, and they were reimprisoned within the statue.

CIBERNUM

1986 BRAZILIAN EDITORA ABRIL MOTU COMICS

Cibernum was a giant robot who fought He-Man in the Brazilian Editora Abril comics. The robot was very powerful and could shoot destructive laser beams from its mechanical fingertips.



Cibernum was yellow and silver and had a look that was evocative of robots from 1950s science-fiction films.

CIRCANA



1987 GERMAN EHAPA MOTU COMICS

Circana was a gigantic dragon-snake. Residing in the Tomb of Circana, she guarded the Elixir of Wishes. Tricked by Hordak in the disguise of the Dream Mistress, Stonedar entered the tomb and defeated Circana.

CHIRPEE

1985 FILMATION-POP ANIMATED SERIES

The Chirpee was a plump and playful little bird with four wings.



CLAWBER



Galactic Guardians

Sonic screech

1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES

Clawber was a large cybernetic bird who was presented as a gift to He-Man by Buck West-Star. Clawber instantly took a liking to He-Man, and the two formed a deep bond. He sometimes accompanied He-Man into battle.

Clawber had a pair of sharp steel talons and could produce a sonic screech powerful enough to cause the Mutants to flee from him.

TRIVIA: A toy of Clawber was planned but never produced.

CLAWDEEN



Evil Horde

Strength
Agility
Arcane knowledge

1985 FILMATION POP ANIMATED SERIES

Clawdeen was Catra's pink lion. Catra cared deeply for her pet and would become very

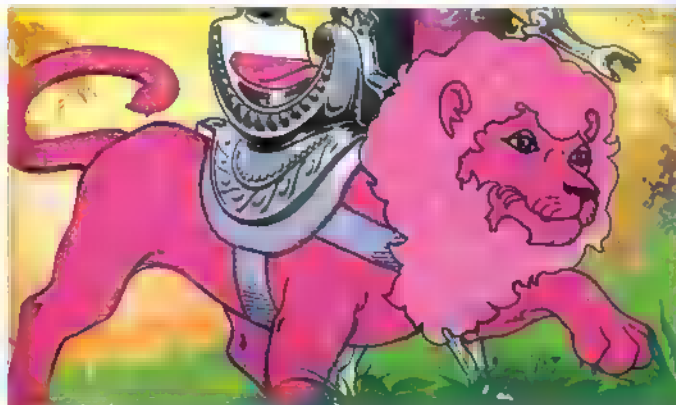
upset when she was in danger. Despite her colorful appearance, Clawdeen was a powerful ally for Catra.

1985 POP MINICOMICS

Unlike in the Filmation series, Clawdeen talked in the POP minicomics and possessed quite a refined air. Both friend and steed, she could enjoy crumpets with Catra one moment and then carry her upon her back the next.

**1985 LADYBIRD POP BOOKS**

In the Ladybird books series, Clawdeen was often lazy and temperamental.

**1986 GERMAN POP AUDIO PLAYS**

In the German audio plays, Clawdeen had been a feared and respected sorceress on Etheria until Catra persuaded her to transform into a lioness. Trapped in her feline form, she remained with Catra, as the cat fairy was her sole hope to restore her human form. As the lioness, she had only a fraction of her original powers.

1986 UK POP COMIC MAGAZINES

The UK comics presented a unique take on Clawdeen. An alien creature from another world, Clawdeen taught Catra how to transform into a panther. She lived with her mistress in Cat Tower and accompanied her both on independent missions and as an agent of the Horde. She had a strong sense of smell, and while she enjoyed the scent of food, she despised perfume.



CLIMATO

Manipulation of weather

1986 UK MOTU COMIC MAGAZINES

Climato was a demonic weather wizard from the Stormworld. He could manipulate all aspects of weather. Climato assisted Skeletor during an assault on Castle Grayskull before being banished back to the Stormworld.



CLOCK SPIRITS

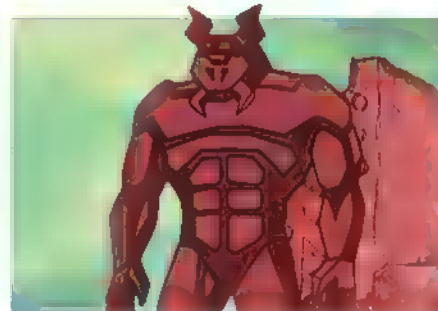
**1985 FILMATION POP ANIMATED SERIES**

The Clock Spirits were three creatures who sat upon a clock at the center of Etheria. They were bat-like humanoids with gaping jaws and fur around their necks. The Clock Spirits would remain statues until a trespasser approached.

COLOSSOR

1983 FILMATION MOTU ANIMATED SERIES

Prior to his being brought to life by Skeletor, Colossor was a slumbering giant that sat in his throne within the Temple Ruins. The cyclopean creature carried out Skeletor's orders without question and stomped his way across Eternia toward Castle Grayskull. It took all the might of the Heroic Warriors to defeat Colossor.



COMET CAT

Transformation into a comet
Traversing space
Strength



1985 FILMATION POP
ANIMATED SERIES

The Comet Cat could transform into a comet and travel through space at great speed. It had incredible strength in comet form.

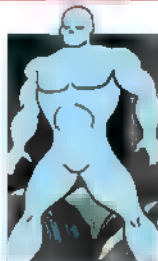
2008 MOTU CLASSICS

In the Classics canon, the Meteorb Comet Cat served as Hans Hammerholder's steed on Trolla, carrying him into battle.

COMET CREATURES

1983 FILMATION MOTU
ANIMATED SERIES

The Comet Creatures were created by Skeletor and imbued with the powers of the Cosmic Comet. After they were destroyed, their fragments were used to create a new Cosmic Comet.



CORNELIUS



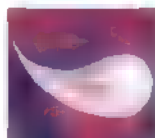
1986 UK POP
COMIC MAGAZINES
Cornelius was the faithful pet bird of Finian O'Foole.

COSMIC COMET

Zagraz's Comets

1983 FILMATION MOTU
ANIMATED SERIES

The Cosmic Comet was one of two comets that wandered the universe until the wizard Zagraz accidentally destroyed one of them. Growing lonely and evil, the Cosmic Comet was subsequently overpowered by Skeletor. The Cosmic Comet had the ability to speak to humans. The heroes managed to create another Cosmic Comet, bringing peace of mind to the Cosmic Comet.



COW

1987 MOTU FILM

He-Man, Man-At-Arms, Teela, and Gwildor encountered a cow upon arriving on Earth after activating the Cosmic Key. Gwildor attempted to communicate with it by saying, "Moo!"



COYOWOLF

1985 FILMATION POP ANIMATED SERIES

The Coyowolf was a howling animal native to Etheria. It remained unseen.

CRABULOUS



1985 FILMATION POP
ANIMATED SERIES

The savage Crabulous was an Etherian undersea creature with a blue, spike-covered shell. It lived in caverns and used its many tentacles to catch its prey.

CRAVEN



2008 MOTU CLASSICS

Craven was Prince Dare's yellow, winged pet on Eternia. Dare confided to Craven that he felt that his father was sheltering him from more challenging trials, and later the two overheard King He-Man telling Orko that the Sword of He had to be put away in order to symbolize peace. Later, Dare used the sword to become He-Ro II, and at some point he also transformed Craven into a magic steed and rode him into combat against the Unnamed One in the Third Ultimate Battleground.

CRAWLERS

1983 FILMATION MOTU
ANIMATED SERIES

Often roaming Eternia in packs, Crawlers were oversized snakes with yellow eyes and long tongues. They would become docile upon hearing a specific high-pitched frequency.



CREEPING HORAK

1983 FILMATION MOTU ANIMATED SERIES

The Creeping Horak was a strange black substance that moved of its own accord and enveloped anything in its path. It was used in ancient times



to punish criminals, engulfing their homes until all the oxygen was squeezed out.

CRIMSON SCOURGE

1983 FILMATION MOTU ANIMATED SERIES

The Crimson Scourge was a panther composed entirely of flame. Years before, it ravaged Eternia, burning and destroying all in its path. It was eventually caught and imprisoned. In present-day Eternia, the wizard Kor was the keeper of the



Crimson Scourge, and he vowed to unleash the creature upon He-Man and Man-At-Arms in the mistaken belief that they had kidnapped his daughter.

CRIMSON SCRACKLEBIRD



1985 FILMATION POP ANIMATED SERIES

The Crimson Scracklebird was an Etherian bird hunted nearly to extinction for its beautiful plumage.

CRINGER

Battle Cat

Heroic Warriors
Masters of the Universe
Green Tiger Tribe

Transformation into
Battle Cat
Uncontrollable shaking



1982 DC MOTU COMICS

Prince Adam's cowardly green-and-yellow talking tiger Cringer only wished to sleep by his master's side. When the falcon Zoar called, however, the tiger would heed its summons and race to the Cavern of Power to become Battle Cat.

1983 FILMATION MOTU ANIMATED SERIES

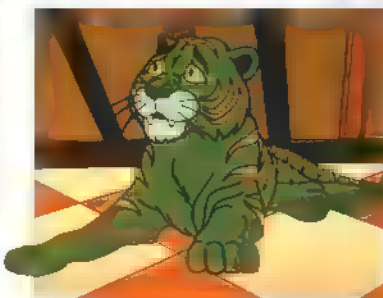
In the Filmation series, Cringer gained a backstory in which Prince Adam found him injured while on a nature expedition in the Vine Jungle. Cringer earned his name when his cowardly behavior led a

young Teela to say that he was "a real cringer." Growing up, Cringer and Prince Adam bonded immediately and took on the roles of outsiders who could never quite fit in with others.

At a later stage, Cringer bore accidental witness to Prince Adam's transformation into He-Man. He was frightened upon witnessing his master's transformation, but as He-Man attempted to calm him, a bolt of power shot from his sword at Cringer, transforming him into the fearless Battle Cat, a power bestowed upon him by the Sorceress so he could serve as He-Man's steed.

Cringer and Adam were loyal friends, sharing one another's secrets. When Adam teased Cringer for his cowardly antics, the talking cat defended himself with quick wit. Though apprehensive and lethargic, Cringer possessed a good and courageous heart. He wasn't fond of his alter ego or the process which transformed him into the mighty steed, but he was grateful for Battle Cat's existence and understood why he was needed. Cringer could often be found spending time with Adam and Orko and enjoyed making humorous asides about Orko's less-than-spectacular magic tricks.

Cringer could track scents and communicate with other cats. He could roar almost as loud as Battle Cat, but the effort exhausted him. Even when he was not in his Battle Cat form, the Power of Grayskull protected Cringer from harm or mental possession. He was one of the very few talking animals on Eternia. He had a fondness for food, especially fish.



1983 KID STUFF MOTU RECORDS

In the Kid Stuff records, Cringer loved playing fetch with Prince Adam in the gardens that surrounded their castle home. He sometimes underestimated his own strength, and the prince would need to warn him to be careful of how he used his sharp claws. When Adam raised the Sword of Power and shouted, "By the Power of Castle Grayskull!" Cringer transformed into Battle Cat as his master transformed into He-Man.

TRIVIA: In one of the Kid Stuff books, Cringer was brown, although Battle Cat was still green.

1984 GERMAN MOTU AUDIO PLAYS

Prince Adam's pet tiger Cringer preferred a good sleep or a nice meal to a fight. In fact, he was afraid of any kind of battle. Because of this, Cringer usually tried to convince Adam not to transform into He-Man, as Cringer himself simultaneously was transformed into Battle Cat.



1986 MARVEL STAR MOTU COMICS

Cringer would often accompany Prince Adam the moment he exited the Royal Palace to transform into He-Man. He would occasionally escape, only to reappear at the end of a conflict. In an alternate-reality version of Eternia created when Prince Adam's Sword of Power was transported thirty years into the future, Cringer had been imprisoned by Skeletor and was positioned next to the Lord of Destruction's throne in Castle Grayskull.

1986 UK MOTU COMIC MAGAZINES

In the UK comics, when Cringer inadvertently witnessed Prince Adam's transformation into He-Man, he became very frightened. He-Man attempted to comfort his friend, and Cringer lamented that he wished he had the power to become a mighty warrior so as not to be scared all the time. He-Man brought Cringer to the Sorceress, who gave He-Man the ability to transform Cringer into Battle Cat with the Power of Grayskull.





2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES

In the MYP animated series, Cringer displayed some intelligence but did not speak as he did in many of the other canons. He witnessed Adam's first transformation after following him inside Grayskull thanks to Orko. When Prince Adam was captured, Orko disguised Cringer by giving him Panther's coloring. Cringer bravely snuck into Snake Mountain. On one occasion when Cringer used his bite to defend his master, Prince

Adam remarked that there was more Battle Cat in Cringer than Cringer thought. When Prince Adam was in peril, Cringer was known to override his own fears and bravely charge into danger. Cringer also developed a strong dislike for Tri-Klops's Doomseekers. He took any opportunity to make one into a chew toy.



IMAGE COURTESY OF DC COMICS

2012 DC MOTU COMICS

The 2012 DC comics presented yet another take on Cringer's history. When he was a cub, Cringer's Green Tiger Tribe was all but wiped out by a tribe of Panthers. Ripped from his safe and peaceful existence, Cringer ran for his life and was nearly killed by the Panthers, until, from a distance, a figure with a sword miraculously channeled power into him so he could defeat them.

Later, safe in the care of the Royal Family, Cringer remained skittish and fearful of noises and people.



2008 MOTU CLASSICS

The Classics canon introduced details about Cringer and his species. Cringer was a small cub of the Green Tiger Tribe when a young Prince Adam saved him from a Parek-Narr attack. Grateful, Cringer became Adam's devoted companion. Cringer became Battle Cat when Adam combined the halves of the ancient Sword of He to transform himself into He-Man.



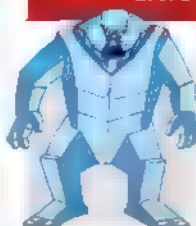
CROW BIRD



1985 FILMATION POP ANIMATED SERIES

The Crow Bird had blue feathers, a yellow beak, and piercing red eyes.

CRYSTAL DEMONS



1983 FILMATION MOTU ANIMATED SERIES

The two giant Crystal Demons were the guardians of the Crystal Cave—the home of the Starseed. Entirely made of crystal, the demons were slow in their movements but very powerful. They were also able to project beams that encased their victims in crystal prisons.

CRYSTAL MOONBEAM

Princesses of Etheria

Flight

1985 POP MINICOMICS

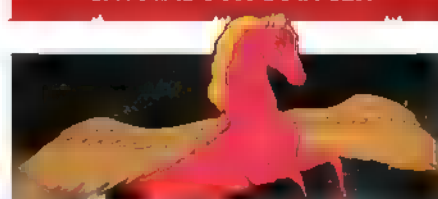
Crystal Moonbeam and his sister, Crystal Sun Dancer, were crystalline winged horses capable of speech. They were the defenders of Crystal World.



1986 GERMAN POP AUDIO PLAYS

In the German audio plays, Crystal Moonbeam and his sister scouted Etheria. They also carried the princesses through the skies.

CRYSTAL SUN DANCER



Princesses of Etheria

Flight

1985 FILMATION POP ANIMATED SERIES

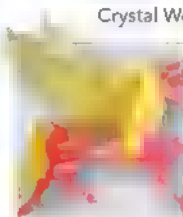
Crystal Sun Dancer was a magical crystalline steed that lived on a sun and could travel across the universe at great speed. He was as brave and noble as his friend Swift Wind.

1985 POP MINICOMICS

Unlike the character's depiction in the Filmation series, Crystal Sun Dancer was female in the POP minicomics. Crystal Sun Dancer and her brother, Crystal Moonbeam, were crystalline winged horses capable of speech and defenders of Crystal World.

1986 GERMAN POP AUDIO PLAYS

In the German audio plays, Crystal Sun Dancer and her brother scouted Etheria and carried the princesses through the skies.



CRYBONS



1983 FILMATION MOTU ANIMATED SERIES

Crybons were large, purple, spider-like creatures native to the Crystal Mountains on Etheria. They possessed eight legs and two arms and used the mountains' crystalline structures to spin their webs.

CUJA



1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES

The Cuja was a savage predator native to the planet Omega-4. It resembled a lion.

CYBORG VULTURES

Flight
Infrared vision
Mechanical talon

1984 UK WORLD MOTU ANNUALS

In the uninhabited ruins on Denebria, the Cyborg Vultures scavenged for Robo-Rats to feed upon. They were part-vulture, part-mechanical monstrosities with robotic eyes boasting infrared vision.

CYCLOPS



1983 FILMATION MOTU ANIMATED SERIES

Unleashed by the Horn of Evil, the Cyclops was a blue-skinned monstrosity. It was approximately thirty feet tall and boasted a prominent horn on its ugly, one-eyed head.

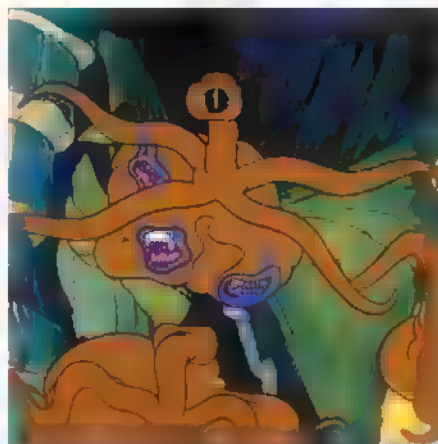
DAMON'S DEMONS

1982 DC MOTU COMICS

When enslaving the people of Ceril's tribe, the evil wizard Damon used a tall, yellow-skinned demon who acted as a conduit for Damon's own magical powers. The demon was notable for having a beaked mouth as well as horns.



DARKLINGS



Camouflage in the dark

1983 FILMATION MOTU ANIMATED SERIES

The Darklings were brown-skinned, nightmarish creatures with one eye and many tentacles. The creatures loyally served Shokoti. They blended into the darkness and attacked in swarms, latching onto their victims with their tentacles.

DARKWINGS

Flight
Poisonous bite



1986 MOTU NEWSPAPER STRIPS

Darkwings were voracious creatures with bat-like wings and prominent beaks. They traveled in packs and could fly at tremendous

speed, even outperforming Wind Raiders. Like bats, they possessed radar-like senses. Their bites were deadly.

DAUBER



1983 FILMATION MOTU ANIMATED SERIES

The Dauber was a small green insect from the Tundra Caverns. Highly venomous, its bite would cause victims to immediately turn green and collapse. Only the herb Vimward could prevent death from the Dauber's poison.

DEATH SPIDERS

Poisonous stinger

1984 GERMAN MOTU AUDIO PLAYS

Created by Skeletor, Death Spiders were oversized metallic spiders with poisonous stingers. They were intended to kill He-Man and his allies. Even with their stingers removed, Death Spiders remained highly dangerous.

DEATHLESS SOLDIERS



1986 MOTU NEWSPAPER STRIPS

Kartan's Deathless Soldiers were featureless beings made of hard sand. They were relentless and practically unstoppable.

DEMON FROM THE BEGINNING OF TIME



1986 BRAZILIAN EDITORA ABRIL MOTU COMICS

Before Eternia existed, there were only two forces in the universe—one force created life, and the other force wrought destruction. The two forces fought a duel which was won by the force of creation and life. The force of destruction was imprisoned in another dimension, and eventually became known as the Demon from the Beginning of Time. While the demon generally manifested itself in the form of an amorphous storm cloud, it could also take on the physical appearance of a large, gray, multitentacled creature with one eye. The demon could shoot destructive beams from its solitary eye and had hideous minions to do its bidding. Trapped in another dimension for countless eons, the Demon from the Beginning of Time once escaped its prison and sought its enemy, the force of creation and life, whose power was embodied by He-Man himself. Fortunately, He-Man eventually succeeded in trapping the demon in the heart of Eternia.

DEMON OF DEMOS

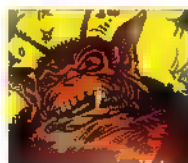
1986 UK MOTU COMIC MAGAZINES

The Demon of Demos was a mystical monster unleashed by Skeletor with the Carpet of Chaos. The demon was quickly defeated by Orko.



DEMON OF DESOS

Strength



1986 UK MOTU COMIC MAGAZINES

The Demon of Desos was one of the most powerful creatures of the Netherworld. It was summoned to Eternia by

Skeletor during a solar eclipse that boosted the villain's powers. The Demon of Desos possessed immense strength.

DEMON OF MADNESS

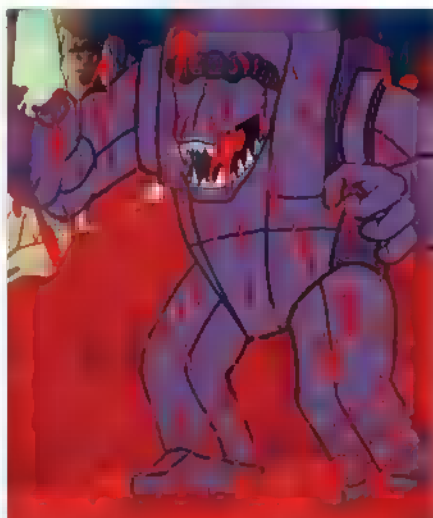


Inducing insanity with a touch of his tentacles
Strength
Mind control

1986 BRAZILIAN EDITORA ABRIL MOTU COMICS

The Demon of Madness was a multitentacled, malevolent being who was once imprisoned in Castle Grayskull's dungeon. He was green in color and had silver armlets on two of his tentacles. The malignant touch of the demon's tentacles could instantly cause one to become completely insane. The creature's power was so great that he caused even the Sorceress to go mad. The demon was ultimately defeated when He-Man trapped him in the Mirror of Grayskull.

DEMON OF STONE



Strength

1983 FILMATION MOTU ANIMATED SERIES

Evil-Lyn created the Demon of Stone amid the lava lakes of Volcano Cave. Its strength was tremendous, and for a time, it seemed unstoppable.

DEMON OF THE CAVE OF FIRE



1986 UK POP COMIC MAGAZINES

This demon inhabited the Cave of Fire. Despite his frightening appearance, he was a gentle demon who was a friend of the Rock Creatures and gave the young Rock Creature named Roc the lump of the Lava of Age he needed to become an adult.

DEMON RAT



1983 FILMATION MOTU ANIMATED SERIES

The Demon Rat was a giant, rat-like creature with horns and a hard shell. It dwelled within Shokoti's House of Darkness and feared nothing except Shokoti herself.

DEMON-BIRDS



Flight

1984 GERMAN INTERPART-CONDOR MOTU COMICS

The dangerous Demon-Birds would attack any who trespassed into their territories. Some had feline heads and bat-like wings; others were more reptilian in appearance.

DEMONS



Demons were ■ regular threat in most Masters of the Universe canons. Some notable examples:

- ✦ In the early 1982 DC MOTU minicomics, Skeletor once summoned ■ large winged demon and attempted to sacrifice Teela to the fiend. The demon was blue-black with ■ long, lolling tongue and ■ pair of giant wings. It was easily twice the size of He-Man. The creature could not withstand the combined might of He-Man and Teela, however, and was eventually defeated by the two warriors.
- ✦ Evil sorcerers and magicians were able to conjure savage demons in the 1982 comics by DC. The creatures often had very little personality and would merely savagely attack whoever was in the vicinity. Both Skeletor and the wizard Damon utilized a variety of demons against the heroes of Eternia.
- ✦ In the 1983 MOTU minicomics, two diminutive orcs who were ordered by Evil-Lyn to fetch the mystic Masks of Power for Skeletor decided to put the masks on themselves instead. The resultant transformation was an astounding one. Upon donning the masks, the small creatures turned into heinous, demonic monsters. One of the orcs transformed into a purple-furred, anthropomorphic wolf, and the other became a green, reptilian creature. When wearing the Masks of Power, the two transformed orcs gained fantastic strength. The magic of the masks also endowed them with supernatural abilities, such as the power to create mystical prisons.



DENEBRIAN SNAKE

1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES

The small Denebrian Snake was found in the Quagmi Swamp on Denebria.



DINOSORBS

Transformation into a comet
Traversing space
Strength



1985 FILMATION POP ANIMATED SERIES

Dinosorbs were evil Meteorbs capable of flying through space while transformed into egg-shaped meteors. Their meteor forms were purple with a cracked, scaly texture, and when they extended their heads, they had long necks with spiky ridges along their spines. Two Dinosorbs were enough to frighten Comet Cat. The Dinosorbs proved indestructible to He-Man; however, his "super Sunday punch" sent them hurtling through space, unable to stop.

DOGS OF WAR



1986 UK MOTU COMIC MAGAZINES

The Dogs of War were a pack of savage dogs who terrorized Eternia in its ancient past. They were imprisoned in another dimension by the Elders of Eternia. A great sorcerer used a carving of their leader, Ceres, to keep them imprisoned. Skeletor unleashed them on present-day Eternos.

DOODLES

Zagraz's Comets

Space travel



1983 FILMATION MOTU ANIMATED SERIES

Doodles was the youngest of the wizard Zagraz's comets and prone ■ disobeying his commands. Doodles's behavior suggested it was rather emotional for an orange celestial object.

DOVE OF PEACE

1984 UK WORLD MOTU ANNUALS

The Dove of Peace served as a scout and messenger for Signie, the potion master.

DRACHADON



1983 FILMATION MOTU ANIMATED SERIES

An extinct creature from Eternia's prehistoric age brought back to life by Skeletor's Primeval Potion, the Drachadon was a very determined monster. It was able to traverse great distances with ease, it possessed immense strength, and its jaws could effortlessly bite through rock. Having emerged from the Tar Swamp, there were still patches of tar on the creature, one of which contained Orko's Magic Medallion.

DRAGO-EAGLES

1987 ITALIAN MAGIC BOY MAGAZINES

Drago-Eagles were giant, green flying creatures. They could breathe fire and were quite carnivorous. These beasts could be found nesting in the mountains of Eternia.



DRAGONESS



1985 POP MINICOMICS

The Dragoness was a talking dragon who guarded the Map of Lights. Angry about her ugliness, the Dragoness had a nasty temperament and agreed to turn the Map of Lights over to She-Ra in exchange for being made beautiful. She-Ra turned her into a beautiful, and harmless, butterfly.

DRAGONS

Flight
Sorcery
Fire-breathing

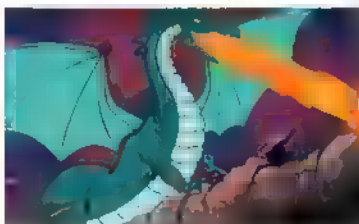


1982 DC MOTU COMICS

The purple dragons of the DC comics were serpent-like creatures ridden by the Beast Men. They possessed long wings that gave them superb maneuverability.

1983 FILMATION MOTU ANIMATED SERIES

In the Filmation MOTU series, there were at least two types of dragons: those with and those without intelligence. Dragons typically boasted red or green scales and, while living throughout Eternia, seemed primarily concentrated on Darksmoke or Dragonmount. Mostly peaceful, dragons were frequently at the center of evil plots. Granamyr was the leader of the race of intelligent dragons from his home on Darksmoke.



1983 MOTU MINICOMICS

Skeletor had a dragon of his own in the minicomics. Small and red, with an impatient disposition, Skeletor's dragon was always ready to gnaw on foes with his gleaming row of sharp fangs. The dragon also possessed the ability to shoot a stream of a substance from his mouth, though it is unclear whether this substance was fiery in nature or whether it was some form of gas.



1983 KID STUFF MOTU RECORDS

The Kid Stuff records described dragons with beady green eyes and sulfurous breath. They kept a solitary watch from the mossy caves that lined the cliffs of Eternia.

1983 GOLDEN MOTU BOOKS

The dragons of the Golden books were divided into two distinct types. Green dragons breathed fire, while white ones turned things to ice with their frosty breath.

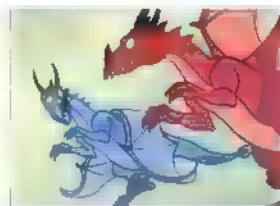


1984 GERMAN MOTU AUDIO PLAYS

The German audio plays depicted Eternian dragons, in all their shapes and colors, as very dangerous creatures which attacked humans on sight. They were found in the Evergreen Forest and other areas of the planet, especially the Dragonsland of Warania.

1985 FILMATION POP ANIMATED SERIES

The Filmation POP series further explored the history of Eternia's dragons. A thousand years in the past, the Dragons of Darksmoke lived in peace with the humans of Dragon Valley, thanks to the efforts of Granamyr and King Tarbin. The dragons of this time sported more varied coloring than their modern counterparts.



1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES

The only dragon to grace the *New Adventures of He-Man* animated series was painted by Helm with his magic brushes. Skeletor purchased the painting, brought the dragon to life, and unleashed it upon Primus. Though it initially seemed invincible, the dragon was susceptible to attacks it couldn't see coming.



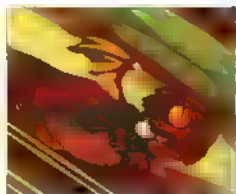


2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES

In the MYP series, red dragons grew very rapidly to several times their original size after hatching. The dragons were mostly animalistic and did not speak or wield any kind of magic. Dragons were grand creatures that were feared and respected. They held memories and seemed to have some understanding of communication. One dragon even assisted He-Man and let him ride on her back. They primarily made their homes in the Vine Jungle or in caves and traveled both alone and in packs. They were natural enemies of Serpintours.

On one occasion, a mother dragon was able to recognize He-Man and Prince Adam as being

one and the same; she even became an ally to him after Adam helped free the dragon from a trap.



2008 MOTU CLASSICS

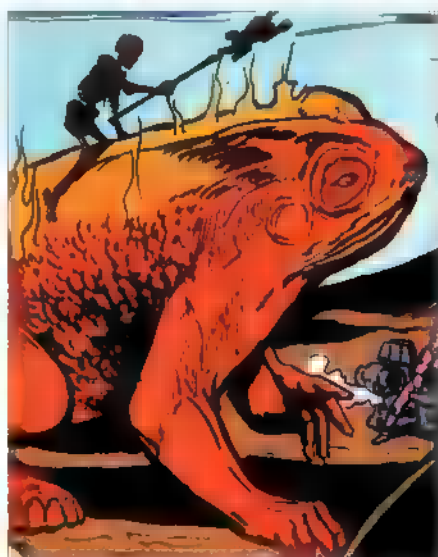
The Classics canon provided a varied history on dragons of Eternia. The theft of the Gem of Magoo from Dragon Tower for the wizard Nazghal led to centuries of war between humans and dragons, culminating at last in the Great Wars in the age of Preternia. When the Great Black Wizard created the human-dragon hybrid Draego-Man, the divide between the two races was cemented as the dragons shunned him as an abomination and he swore vengeance upon them.

When Eldor and his pupil, He-Ro, defeated Nazghal and returned the Gem of Magoo to the dragons, Granamyr was impressed, and his wrath abated. Granamyr made peace with King Grayskull and the humans and gave the gem to He-Ro to wield as part of his Staff of Power.

Following Hordak's casting of the Spell of Separation, Dragon Tower and Darksmoke disappeared from the maps of Eternia, though Granamyr's power remained legendary.



DRAGONTOAD



1987 ITALIAN MAGIC BOY MAGAZINES

The Dragontoad was an enormous, fire-breathing amphibian which was initially encased in an icy comet. When the comet crash-landed in the Striped Desert on Primus's moon Enos, the Dragontoad was freed. According to legend, the Dragontoad was always hungry for fresh meat. The creature proved this was the case when it immediately attempted to consume Captain Darius. In addition to the Dragontoad's ability to breathe fire, it could also cause its own body to become red hot and burst into flame. The Dragontoad was a solar-powered creature, and in times of darkness, such as during an eclipse, the toad became dormant.

DRAGONWHALE

1983 FILMATION MOTU ANIMATED SERIES

The Dragonwhale was a powerful creature that could only be caught with Ironvine.

DRAGOSAURS



Breathing smoke and fire
Flight

1983 FILMATION MOTU ANIMATED SERIES

Dragosaurs were purple dragon-like creatures from Eternia's ancient past. They possessed sharp beaks and could blow vast quantities of smoke from their mouths. They could be controlled by Fang Man.

2008 MOTU CLASSICS

The Dragosaurs were distant ancestors of Fang Man who resided on Dragosaur Isle.



DRAT

1983 FILMATION MOTU ANIMATED SERIES

The incredibly savage Drat was a creature that bore more than a passing resemblance to a rat

and accompanied the diminutive Ice Trolls in their attacks on any that trespassed in their domain.

DREAM CREATURES

1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES

Dream Creatures were spotted creatures from the Dream Dimension.



DROID SHARKS

Sharp teeth



1987 GERMAN EHAPA MOTU COMICS

The Droid Sharks were mechanical sharks with extremely sharp teeth. They were created by the Council of Elders to guard the cursed city of Moraturia after it was sunk into the Lake of Silence.

DRUMSKALAN



1984 UK WORLD MOTU ANNUALS

The Drums kalan, a large, green, slimy creature from the Quagmire Swamp on Denebria, was greatly feared by Kalamarr (Slush Head). When Skeletor tried to set it loose on Primus, the Drums kalan turned against him and became an ally to the people of Primus.

DUST DEVILS

Wind manipulation

1983 LADYBIRD MOTU BOOKS
Dust Devils were living sandstorms.

DYLINX

2008 MOTU CLASSICS

The Dylinx were an Eternian species of great purple feline predators who dwelled in the Corridors of Lithos. Young Dylinx were at risk of being trapped in hunters' pits. Prince Keldor took a Dylinx cub as his pet and named him Panthor.

EAGLES OF THE NORTH MARCHES

Flight

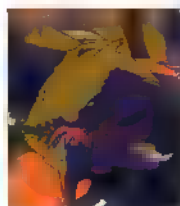
1984 UK WORLD MOTU ANNUALS

The Eagles of the North Marches were giant eagles. They were said to be cousins of the Bird People of Avion.

EKTO-EEL

2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES

The Ekto-Eel was an eel with a long tail, a forked tongue, and two horned heads. Beast Man kept one as a pet.

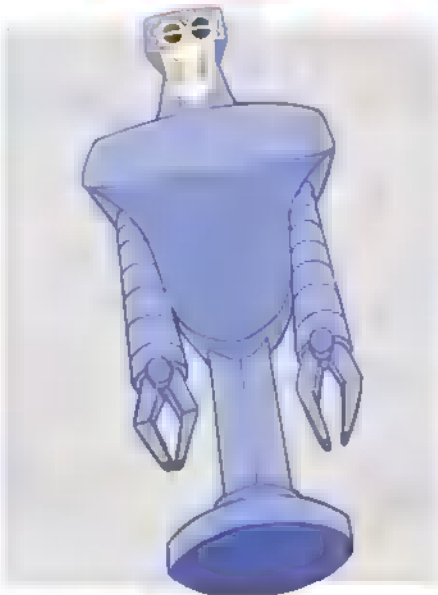
**ELECTROID**

FOR THE LEVITATING TROLLAN ROBOTS, SEE ELECTROIDS



1985 FILMATION POP ANIMATED SERIES

The Electroid was a being of pure electricity created by Shadow Weaver. It was largely transparent and could attack using its electrically charged body.

ELECTROIDS

FOR SHADOW WEAVER'S ELECTRIC BEING, SEE ELECTROID

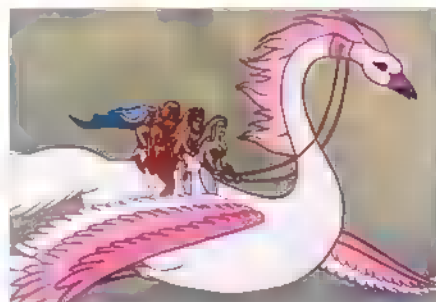
1985 FILMATION POP ANIMATED SERIES

The Electroids were levitating Trollan robots with an archaic appearance. They could project lasers from their clawed hands. They could also deplete the energy of any humans who touched them.

ELODONS

1983 FILMATION MOTU ANIMATED SERIES

Elodons were large, mammoth-like animals with blue fur and spiral tusks. They were extremely territorial.

ENCHANTA

AFFILIAT

Great Rebellion

TEC

Flight

Gliding over water at high speed

1985 FILMATION POP ANIMATED SERIES

Enchanta was a giant swan who aided the Great Rebellion. With incredible speed and maneuverability, she could carry four passengers upon her back. Enchanta was often seen at the Crystal Falls in the company of Mermista.

1986 GERMAN POP AUDIO PLAYS

The German audio plays established that the good-natured Enchanta would not permit Catra or Clawdeen to ride upon her back.

**ENERGY BEAST**

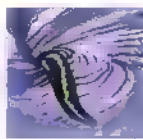
SPECIAL ABILITIES

Changing physical form
Teleportation

1983 FILMATION MOTU ANIMATED SERIES

The Energy Beast was created when the planet Eternia was formed. The creature was angular and appeared as a glowing red being. The beast was imprisoned in a bell jar within Mount Eternia until an eruption released it. A being of pure energy, the Energy Beast was once ruler of all Eternia. The Ancients used the Eternian Crystal to trap the Energy Beast inside a temple on Mount Eternia.

EVIL CLOUD



1983 MOTU MINICOMICS

A deathless terror from beyond the stars, the Evil Cloud was an amorphous sentient being that possessed no true form. It appeared as a twisting whirlwind of dark mist and was described as the most dangerous force in the galaxy.

FANG



Snake Men

2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES

Kobra Khan's pet Fang was a small reptile with four legs and two hands; he used ■ to aid in his escape from an Eternian prison cell. The ally sometimes sat on Kobra Khan's shoulder, slithering away to hide when danger drew near. It was later used again to help the Snake Men free Skeletor's minions from a high-security prison built by Man-At-Arms.

2008 MOTU CLASSICS

In Classics, Kobra Khan's pet received the name Fang.

FIERY KINGFISHER

Monster Warriors

Fire-breathing
Flight

1984 GERMAN MOTU AUDIO PLAYS

The Fiery Kingfisher was an enormous legendary bird that breathed fire and could carry men away with ease. In modern times, it appeared as a companion to Webster.



FIRE BUDS



1986 UK MOTU COMIC MAGAZINES

Fire Buds were special flowers which revealed a precious fire gem when they bloomed. They were said to be worth an entire kingdom.

FIRE ELEMENTAL



Fire-breathing

1985 FILMATION POP ANIMATED SERIES

The Fire Elemental resided in the kingdom of Spikeheart, where it attempted to prevent anyone from reaching the trolls. Made of flame and able to breathe fire, he had a somewhat vague shape and was susceptible to water.

FIRE PIKE



1986 MOTU NEWSPAPER STRIPS

The Fire Pike was a large, aggressive fish native to Hazzard Lake on the planet Naxos.

FIVE-SENSES CREATURE

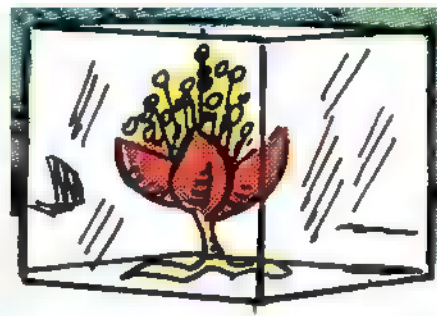
Separation and replacement of its senses

1986 UK MOTU COMIC MAGAZINES

The Five-Senses Creature was an alien being which could separate any of its five senses, replacing them when they wore out. The creature was unable to control itself when all five of its senses were separated, but when intact ■ was a benign entity.



FLOWER OF LIFE

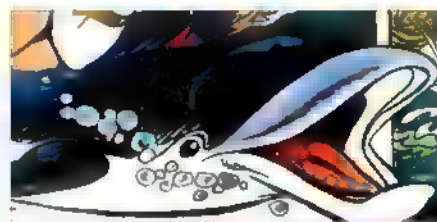


Healing

1987 GERMAN EHAPA MOTU COMICS

The legendary Flower of Life had incredible healing powers. It was encased inside a crystalline cube. Simply touching the cube would trigger the flower's healing properties.

FLYER

Speed
Telepathy

1986 UK POP COMIC MAGAZINES

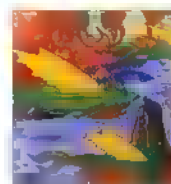
Flyer was Mermista's fastest Sea-Dolphin and a close friend. The pair would often play hide-and-seek with their other underwater friends. Flyer could detect danger above the surface and would alert Mermista to it.

FLYING FISH

Flight

1983 FILMATION MOTU ANIMATED SERIES

Native to Trolla, the Flying Fish were green with yellow wings. The fish flew through the air instead of living in the water.



FLYING GOATS



1985 GOLDEN POP BOOKS

The Flying Goats were accidentally created by Madame Razz when one of her spells went amiss.

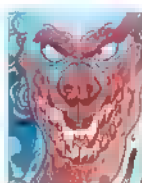
FOG MONSTERS

SPECIAL ABILITY

Power draining

1984 GERMAN INTERPART-CONDOR MOTU COMICS

Created by the Fog Spirit, the Fog Monsters swirled in the Valley of Power. They attacked any who trespassed and drained them of their powers.



FOG SPIRIT



TIT

Lord of the Valley of Power

SPECIAL ABILITY

Sorcery

1984 GERMAN INTERPART-CONDOR MOTU COMICS

The Fog Spirit was the lord of the Valley of Power. Though good by nature, he feared the forces of evil and tried to protect his valley by creating dangerous fog monsters and draining energy from intruders. He was initially unaware that not all intruders were evil, but was set right when the Sorceress put him in contact with the power of Castle Grayskull.

FRIBIAN

1985 FILMATION POP ANIMATED SERIES

The Fribian was an aggressive, green toad-like creature that could typically be found on rocks near bodies of water. It could leap in and out of the water quickly.

FUZZLEBUG



1986 UK MOTU COMIC MAGAZINES

The Fuzzlebug was a small, harmless creature. Orko once pulled one out of a hat during one of his magic shows.

GARK

SPECIAL ABILITY

Projecting blasts from eyes

FOR THE CROCODILE-LIKE ETERNIAN ANIMALS, SEE GARKS

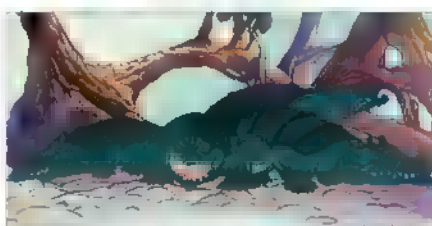
1983 FILMATION

MOTU ANIMATED SERIES

Gark was Montork's happy and loyal three-eyed reptilian pet. A very peaceful creature, he could often be seen holding a flower and appreciating its fragrance. He communicated through barks that the Trollans could understand. He possessed some magic and was able to fire bolts of energy from his eyes.



GARKS



FOR MONTORK'S PET, SEE GARK

1983 FILMATION MOTU ANIMATED SERIES

Garks were six-legged crocodilian creatures with hard shells and speckled snouts. They were extremely territorial and dangerous.

GEDGE

1983 FILMATION MOTU ANIMATED SERIES

The Gedge was an ancient blue-skinned beast housed within the Tikahn Temple. It wore a regal purple robe and, when unleashed upon Eternia, craved only destruction.



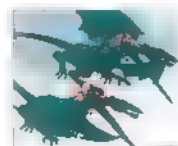
GEKS

SPECIAL ABILITIES

Flight

1983 FILMATION MOTU ANIMATED SERIES

Geks were dragon-like beasts which the Krooms rode into battle through the air. They were vicious and not all that loyal, flying away when unattended.



GHOST BIRDS



ABILITIES

Speech

1984 GERMAN MOTU AUDIO PLAYS

After Orko brought a Ghost Bird egg to Eternia, a hatchling emerged out of it and believed Orko to be its mommy.

GHOST BLOSSOMS

1986 UK POP COMIC MAGAZINES

Ghost Blossoms were Etherian flowers which grew only on the side of active volcanoes. They were so called because their natural habitat was barren of other plants, owing to the poisonous gases and heat. Their juice was used to cure illness in Koala People.

GHOULS



1983 MOTU MINICOMICS

The Ghouls were a group of disparate creatures serving Beast Man.

GIANT

1983 FILMATION MOTU ANIMATED SERIES

Located in Eternia's past, the Giant was a savage creature that stumbled upon both He-Man's Sword of Power and one of Orko's magic hats. The giant was not only very strong but surprisingly fast for a creature of its size.



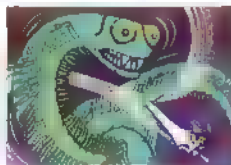
GIANT ARMORED WORM



1983 LADYBIRD MOTU BOOKS

The horned Giant Armored Worm had faintly glowing armored plates covering its body. It burrowed into the ground and released a foul-smelling gas as a defense mechanism.

GIANT CAVE CENTIPEDES



1983 LADYBIRD MOTU BOOKS

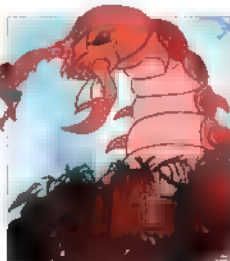
The Giant Cave Centipedes lived in dark, damp caverns on Eternia, most especially within the

Labyrinth of Perpetua. They could move very quickly and administered a painful bite to their victims.

GIANT CRAWLER

1983 FILMATION MOTU ANIMATED SERIES

Dwelling within the Plains of Perpetua, the Giant Crawler was a twisted-looking centipede. It was orange, with dark brown dots littering its hide and sharp points instead of legs running down each section



of its body. Its nightmarish face featured long, protruding claws to either side of its mouth that could grab its victims.

GIANT JAWLIK



1983 FILMATION MOTU ANIMATED SERIES

The Giant Jawlik was a red spider-like creature with eight legs, two of which were clawed. It would attempt to capture anything that caught its attention. It could be put to sleep with music.

GIANT OF CASTLE ACKLE

Club

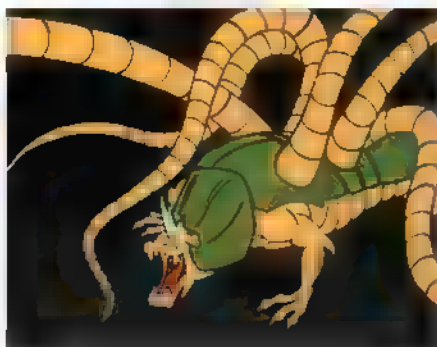
Strength



1983 FILMATION MOTU ANIMATED SERIES

The Giant of Castle Ackle was a blue-skinned, three-eyed, musclebound monster who was both strong and vicious. He carried a club.

GIANT YOG



1985 FILMATION POP ANIMATED SERIES

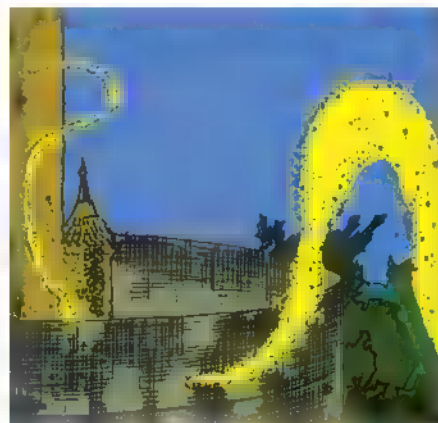
The Giant Yog was a terrifying lizard-like creature with a hard shell, from which emerged six tentacles. It had two arms and a tail as well, but no legs. It possessed great strength and captured victims in its powerful tentacles. It was a denizen of Horror Hall.

GIGANTISAUR

2006 MOTU CLASSICS

Gigantisaur was a massive, long-necked cyborg dinosaur that lived on Preternia. Because of its cybernetic parts, it had an open cavity in its underbelly that was similar to a cargo bay on a large vehicle. Unlike some other Preternian cyborg dinosaurs, the Gigantisaur did not appear to be utilized by any of the armies that fought in the Ultimate Battlegrounds.

GLITTERBUGS

Flight
Illumination

1985 LADYBIRD POP BOOKS

Glitterbugs were small, glowing insects indigenous to Etheria. They could fly and communicate with She-Ra.

GLORM



1982 DC MOTU MINICOMICS

The Glorm was a hideous beast with a shaggy mane of hair, orange fur, four arms, and sharp teeth and claws. It terrorized an Eternian village until it was slain by He-Man.

GLORY BIRD



Glorybird

Star Sisters

Flight

1986 US POP MAGAZINES

The Glory Bird was a magnificent mystical bird who protected and guided the Star Sisters.

2008 MOTU CLASSICS

Glorybird was Starla's pink-winged pet. When the Star Sisters incurred the wrath of an evil sorceress, the sorceress trapped them and Glorybird in a shooting star. They hurtled across the universe until they eventually crashed on Etheria, where She-Ra found them hidden beneath a layer of stone. She freed them by melting away their magical prison. Glorybird left Etheria with She-Ra and the Star Sisters to take part in the Second Ultimate Battleground on Eternia.

GORGON



Turning people into stone

1984 UK WORLD MOTU ANNUALS

The Gorgon was a three-headed sea monster and the last of its kind. It had the ability to turn people into stone. It was being controlled by Mer-Man.

GORGONZOLLA

1983 FILMATION MOTU ANIMATED SERIES

Lurking within the frozen caverns of Morainia on Eternia, the Gorgonzolla was a hairy, spider-like beast with eight legs, two of which were clawed. It projected beams of ice from its mouth, instantly freezing its prey.



GLOW BUG



Illumination

1985 FILMATION POP ANIMATED SERIES

The Glow Bug was so tiny and gave off such a bright light that its actual body was impossible to see. When it flew, it made a high-pitched buzzing sound.

GOGAN AND GOGOL



1983 FILMATION MOTU ANIMATED SERIES

Gogan and Gogol were a pair of dog-like creatures who lived in a village near the Royal Palace of Eternia. They had horns where their ears should have been.

They had horns where their ears should have been.

GOLDEN GOOSE



1985 LADYBIRD POP BOOKS

There was a legend that within Asner's gaggle of geese there was a single, magical Golden Goose. She-Ra and her allies were the only ones who had seen proof of its existence.

GRABBER



1983 FILMATION MOTU ANIMATED SERIES

Grabber was an outsized, brutish, muscular monster who was loyal to Modulok. Its large feet and hands boasted sharp claws.

GRANAMYR



TITLES

Great Magic-Wielding Dragon

Dragons of Darksmoke

SPECIAL ABILITIES

Fire-breathing
Sorcery
Wisdom

1983 FILMATION MOTU ANIMATED SERIES

The oldest and wisest of the Dragons of Darksmoke, Granamyr was one of the most legendary, revered, and respected beings on Eternia. He might possibly have been one of the oldest beings as well. The leader and protector of Eternia's dragons, he was brooding and gruff. He distrusted humans mainly because of the turbulent history between them and dragons. Despite his cold and distrustful attitude toward mankind, Granamyr marveled at He-Man's ability to shatter his misconceptions about humans.

Granamyr's magic was linked to the fire in his fire pit, and when he flew, his wings grew to accommodate his enormous bulk. His awesome power and shameless ego made him without equal on Eternia. Because of his age and power, Granamyr held extensive knowledge, even regarding long-forgotten spells and lore.

1983 MOTU MINICOMICS

In the MOTU minicomics, Granamyr was depicted as being green instead of his usual reddish coloring.



1985 FILMATION POP ANIMATED SERIES

The Filmation POP series explored Granamyr's history. One thousand years in the past, Granamyr had been friendly with, and had had a great deal of respect for, the human King Tarbin. While his ability had not yet reached its peak, he was still a powerful worker of magic. Over the ensuing centuries, he lost faith in humans.



1986 BRAZILIAN EDITORA ABRIL MOTU COMICS

In the Brazilian Editora Abril comics, Granamyr was green, much like he was in the US minicomics. However, he also sported wings, like he did in the Filmation cartoon. In ancient times Granamyr imprisoned his hated enemy, the Three-Headed Demon. Skeletor later released the demon in an attempt to capture Granamyr and steal the legendary dragon's powers. Granamyr was a good friend to He-Man and sometimes assisted him in battle. For example, he once used his fiery breath to help He-Man destroy the robotic pirates of Drundagar.

2008 MOTU CLASSICS

While Classics did not change Granamyr's general character or role as Lord of Darksmoke, it created some new history by establishing that his dragons battled King Grayskull and the Fee People during the Great Wars following the theft of the Gem of Magoo from Dragon Tower. Granamyr also shunned the hybrid warrior Draego-Man as an abomination, forever earning his enmity. Granamyr later had dealings with the wizards Eldor and He-Ro, who returned the gem as a peace offering from King Grayskull. Granamyr later gave the gem to He-Ro after being impressed by his virtue. In the past, Granamyr's hide was green, but it turned red with age. Granamyr eventually took part in the conflict against evil by siding with King He-Man and his son against the Unnamed One during the Third Ultimate Battleground.



GRANGERS

SPECIAL ABILITIES

Flight
Advanced battle techniques

1986 UK MOTU COMIC MAGAZINES

Grangers were dangerous flying creatures in Skeletor's service, trained by Skeletor at his Air School. They were trained with the intention of attacking Eternos and destroying the city, but when He-Man found out about Skeletor's Air School, he imprisoned the Grangers and destroyed the school.



GRAZZLER

1983 FILMATION MOTU ANIMATED SERIES

The Grazzler was a savage, bear-like animal with blue fur and terrifyingly large claws.

GREAT BEAST



1985 FILMATION POP ANIMATED SERIES

The Great Beast lived on Beast Island and defended itself from the Beast Warriors. Eighteen feet tall, clawed, fanged, and possessing three prominent horns, it seemed utterly savage. But when Adora was able to communicate with it, the Great Beast expressed its openness to peace and displayed some intellect.

GREAT BIRD

1983 FILMATION MOTU ANIMATED SERIES

The Great Bird was a gigantic bird sent by the Sorceress to help Teela and He-Man when their Wind Raider crashed and Teela was injured. He-Man was able to communicate telepathically with the Sorceress through the Great Bird, which kept watch over Teela and used its magic to nurse her back to full health.

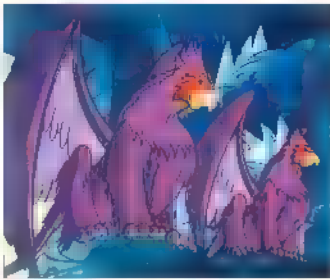
GREMLIN

1985 POP MINICOMICS

The Gremlin brought toil and trouble to any it encountered. She-Ra transformed the bald, green, and naked pest into a harmless butterfly.



GRIFFINS



Evil Flying Beasts

Flight

FOR THE DRAGON-LION HYBRID THAT TERRORIZED ETERNIA, SEE GRYPHON

1983 FILMATION MOTU ANIMATED SERIES

The griffins guarded the Pit of Shadows from any who were not good, wise, and brave. They could speak and had purple feathers and red faces. They could also breathe fire.

1983 GOLDEN MOTU BOOKS

The Golden books' depiction of Eternian griffins showed creatures with the body and hindquarters of a lion and the head, wings, and talons of an eagle.

2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES

Similar to their Golden books portrayal, the griffins of the MYP series were large,



brown prehistoric lion-eagle hybrids. They were used by the Evil Warriors primarily for transportation, rarely taking part in battles despite their size and ferocious appearance. They were controlled by Beast Man.

2008 MOTU CLASSICS

The Classics provided a detailed backstory for the griffins. Griffins were alien beasts brought to Eternia by star merchants on Preternia, until they broke free and colonized an area deep in the Vine Jungle. In the years that followed, the treetop-village-dwelling Beast Men reenslaved the griffins, who were susceptible to their animal mind control. Beast Man himself favored using the griffins as steeds while serving Skeletor.



GRIMALKIN

Brute strength



1983 FILMATION MOTU ANIMATED SERIES

The Grimalkin was a horned, blue-skinned demon of tremendous size and strength.

It had been imprisoned within a statue before being unleashed upon Eternia. Only the power of a storm could bind and return it to its statue form.

GROUND-BURROWER



1987 GERMAN EHAPA MOTU COMICS

The Ground-Burrower was a vicious, multiheaded plant monster. It was created when Skeletor touched a branch after his powers were increased a hundredfold within the Doom Mountains.

GRONK

1983 FILMATION MOTU ANIMATED SERIES

The Gronk was a small, playful creature with white fur, pink legs, and something akin to a duck's bill. It had a small tuft of hair atop its head and no visible arms. The creature was allowed to roam freely at the Royal Palace. During its play, the Gronk accidentally interrupted one of Orko's spells and absorbed all of his magic before being transported to Omiros. The Gronk's power was then used by Zalt to conquer the planet, but the magic within the creature was eventually transferred back to Orko by the Sorceress.



GRR



AFFILIATION

Evil Mutants

Tracking

GROWLER

Tracking
Projecting stun beams

1983 FILMATION MOTU ANIMATED SERIES

Created by Baron Grod, Growler was a robotic dog which could project stun beams from its eyes. It also had a built-in radar system to hunt creatures.

1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES

Grr was a savage Mutant mutt named for his tendency to growl and snarl at everything he saw. He was gifted to Skeletor as a joke. The Mutants believed their new ally would never be able to control Grr, but Skeletor quickly brought him to heel. Grr had sharp fangs and claws and was capable of tracking anything. Skeletor was genuinely fond of his new pet and believed him to have superior intelligence compared to most of the Mutants.

GRYPHON

Fire-breathing
Flight



**1983 FILMATION MOTU
ANIMATED SERIES**

The Gryphon possessed the body of a dragon and the head of a lion. It could fly at great speeds and breathe fire. It left the Jewel of Protection, its egg, in the care of the inhabitants of the village of Chandor.

GUARDIANS OF TIME

1986 GERMAN POP AUDIO PLAYS

The Guardians of Time were mysterious shadows who protected the Etherian Corals of Promise in the Ocean of Timebraids. They would attack anyone attempting to steal the corals, but could be stunned with Frosta's Wind Wheel.

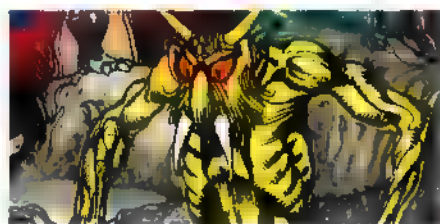
GYRAPHANT



**1990 NEW ADVENTURES OF HE-MAN
ANIMATED SERIES**

The Gyrphant was a large, elephant-like creature native to Primus. Drissi had at least one Gyrphant in her flock.

HARAMESH



SPECIAL 1981
Shape shifting

1983 MOTU MINICOMICS

A large, yellow demon with fangs, horns, and a tail, Haramesh was raised by Skeletor and controlled using the Emerald Staff of Avion. He could transform into a variety of shapes, including ice, and he burst into flames when He-Man defeated him with the Staff of Avion.

GYGOR

Evil Fighting Gorilla

Battle axe

Evil Warriors
Evil Horde

Super-gorilla strength

2008 MOTU CLASSICS

Gygor rose to prominence in the gladiatorial arena of Lord Choloh. After he brutally defeated Choloh's champion, Vykron, Gygor claimed the championship, as well as Choloh's throne. In the aftermath of the Mystic Wall's creation, Gygor led an army of Beast Men on a series of attacks against Castle Grayskull after hearing tales of the mysterious powers hidden there. The Jungle He-Man Oo-Larr and the Goddess combined their powers and defeated Gygor. The heroes then placed him in a state of suspended animation. Many years later, Evil-Lyn set him free. However, Gygor betrayed Evil-Lyn and Skeletor and joined forces with the Horde. In the Second Ultimate Battleground, Skeletor fought and slew the giant fighting gorilla with his Terror Claws.



HARPIES

FOR THE RACE OF WINGED ETHERIAN WOMEN, SEE
FACTIONS, ORGANIZATIONS, SPECIES & RACES: HARPIES

1983 LADYBIRD MOTU BOOKS

Harpies were birds with the faces of human women who lived in Eternia's Evergreen Forest. They were evil and served Skeletor.

HELLHOUNDS



Immortality
Healing

1983 ITALIAN PIÙ MAGAZINES

Skeletor unleashed Hellhounds in the Italian *Più* comics. The aggressive creatures resembled large black dogs with green eyes. Saliva dripped from their ravenous mouths as they eagerly awaited the command to attack.

1984 GERMAN MOTU AUDIO PLAYS

As in the Italian *Più* comics, the Hellhounds were monstrous dogs in the service of Skeletor. Nearly invincible and almost the size of horses, they could not die. When struck down, they immediately rose, fully healed, and continued fighting. Their only weakness was their eyes, as both Hellhounds ran away once Orko blinded one of them by putting a scarf over its eyes. It carried a large shield to deflect enemy fire.

HERK



1983 FILMATION MOTU ANIMATED SERIES
Herk was Hannibal's powerful elephant. Imposing in battle, it announced itself with a mighty roar through its trunk.

HIGH-TECH JELLYFISH

1985 FILMATION POP ANIMATED SERIES

Living in the Crystal Falls, Mermista's High-Tech Jellyfish was capable of seeing much of what had occurred in the seas of Etheria. The jellyfish was unique in that it had a high-tech device below its bulbous head.



HOLEPHERS



Digging

1983 FILMATION MOTU ANIMATED SERIES

Holephers were large, lumbering creatures with gray skin and large claws. They dug their way through underground tunnels across Eternia. When the Holephers emerged from the ground when the passages were disturbed, they often terrified those on the surface.

HOROKOTH

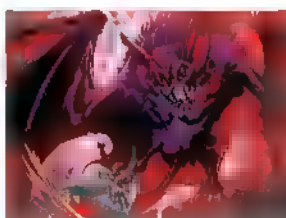


IMAGE COURTESY OF DC COMICS

2012 DC MOTU COMICS

In the 2012 DC comics, Horokoth was the primordial Eternian aspect of the Goddess, whom the Horde worshiped as the mother of all creation and saw in their own image. To the Horde, Horokoth was the coming destroyer, the darkness at the end of days, and was represented by a bat, which was the symbol of the Horde.

During the epic battle of the Eternity War, Evil-Lyn became the Sorceress of Horokoth and had the ability to transform herself into a demonic bat (an avatar of Horokoth's power).



HOLLY

Mimicry



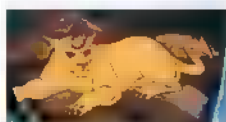
1983 FILMATION MOTU ANIMATED SERIES

Holly was a winged, duck-billed bird creature who could mimic any voice perfectly. He infiltrated the heroes under

Beast Man's control but soon became close friends with Stanlan and helped to save the day.

HORNED LEOPARD

1983 FILMATION MOTU ANIMATED SERIES



The Horned Leopard was a savage creature with spines along its back, a golden-hued pelt, orange eyes, a

pointed tail, and a large purple horn protruding from the top of its head.

HORNWHALES



1985 FILMATION POP ANIMATED SERIES

Hornwhales were a breed of horned Ethernian whales who grew to prodigious size. Extremely friendly, they would ally themselves with any who opposed the Evil Horde.

HULKING MONSTER

1985 FILMATION POP ANIMATED SERIES

The Hulking Monster was created by Shadow Weaver to attack Castaspella. It boasted a huge mouth full of sharp teeth and a relatively skinny body. Castaspella transformed it into a cuddly teddy bear.



HUNCH-DRAGONS

Fire-breathing

1984 GERMAN MOTU AUDIO PLAYS

Hunch-Dragons were a particular breed of Eternian dragon that was more intelligent than other varieties. The Hunch-Dragons were also capable of communicating with humans through speech. They were friendly and kind by nature.

HUNGER LILY

1983 FILMATION MOTU ANIMATED SERIES

The Hunger Lily was a man-eating plant indigenous to the Vine Jungle. It would ensnare its victims

with its tentacles before devouring them with its gaping maw.



HUNTER BAT



Flight

1983 FILMATION MOTU ANIMATED SERIES

The Hunter Bat was an enormous green bat with yellow eyes ridden by Angst. It was fitted with a saddle and could fly at high speeds.

ICE GIANT

Ice sword



1984 GERMAN MOTU AUDIO PLAYS

The Ice Giant was an enormous being made entirely of ice. It inhabited Eternia's frozen northern regions.

ICE HACKERS

1983 FILMATION MOTU ANIMATED SERIES

Dwelling within the Ice Mountains, the Ice Hackers were oversized, polar bear-like beasts. They were covered in fur and had sharp fangs and claws.



1983 MOTU MINICOMICS

In the MOTU minicomics, the Ice Hackers were portrayed as shaggy blue creatures with spiny red protrusions running down their backs. Aggressive and occasionally seen in the company of trolls, they made an unpleasant "Haccckkk!!!" sound when agitated.



Ice breathing
Increased strength through laser absorption

1984 GERMAN INTERPART-CONDOR MOTU COMICS

The Ice Monster from Eternia's ancient past remained encased in ice until Skeletor found and freed it. Lasers were of no use against it. The Ice Monster would absorb their energy and grow much stronger. The monster was destroyed when He-Man melted it.



1983 FILMATION MOTU ANIMATED SERIES

The only Ice Spider depicted in the Filmation series was a large specimen with a shell-like back that

guarded the Pit of Shadows. It could project an extremely sticky webbing from its mouth.

1986 MOTU NEWSPAPER STRIPS

In contrast to the Filmation series, the newspaper strips portrayed Ice Spiders as small, crystalline spiders, thought to have been extinct for twenty thousand years. Their bite was venomous enough to kill a human. They re-emerged on modern-day Eternia alongside landir, who could control them.



ICEBIRD

Teleportation
Flight

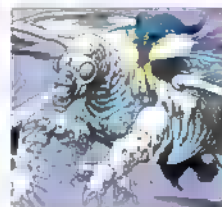
1984 GERMAN MOTU AUDIO PLAYS

The Icebird was a fabled creature made entirely of Hyperspace Ice. It could teleport anything, or anyone, into Hyperspace. It appeared on Eternia at Dragstor's side when he returned from the Plain of Eternity. When He-Man, Man-At-Arms, and Orko were attacked by the Icebird in the Hyperspace realm, He-Man threw a piece of Eternian wood at it. Upon contact, the wood exploded; rather than killing the Icebird, it tossed him out of Hyperspace.

ICE MONSTER



Flight
Ice breathing



1983 GOLDEN MOTU BOOKS

Ice-Dragons were a breed of Eternian dragons with white scales and the ability to freeze anything with their breath.

INDOMITABLE DRAGON

Fire-breathing

1984 GERMAN MOTU AUDIO PLAYS

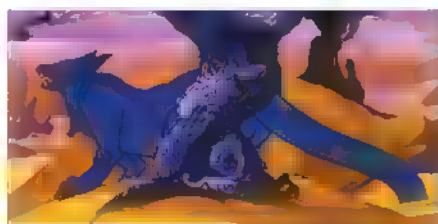
The Indomitable Dragon, possibly from another world, was of a size and strength never before seen on Eternia. A friend of the dwarf Arkia, it could be controlled with her magic amulet, a weakness exploited by Mer-Man. The dragon towered over Castle Grayskull and even crushed one of its walls. Like most dragons, it breathed fire.

INVISIBLE DEMONS



1983 ITALIAN PIÙ MAGAZINES

The Invisible Demons were transparent monstrosities who assisted Skeletor by stealing Tee-La's Helm of Light and Scepter of Sorcery. While invisible to the naked eye, their outlines were illustrated in the comic story. They were humanoid in shape, possessing large horns and goat-like ears. With the assistance of the demons, Skeletor succeeded in entering Castle Grayskull and nearly obtained the other half of the Power Sword, which would have given him limitless power.

JACKAL-LIZARD**1983** FILMATION MOTU ANIMATED SERIES

The Jackal-Lizard was a desert-dwelling creature that feasted on anything it could find.

JACKDAW

Speech
Flight

1985 LADYBIRD POP BOOKS

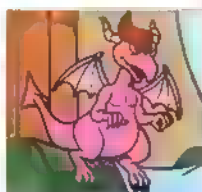
A dimwitted blackbird, the Jackdaw spied on the Great Rebellion and reported its findings to Catra in exchange for food.

KALLU

Sorcery

1986 UK MOTU COMIC MAGAZINES

Kallu was the lost magician of the Sanns, a group of evil demons banished from Eternia long ago by the Elders. He possessed powerful sorcery and had vowed to destroy Eternia should he ever return. When Skeletor summoned him to Eternia, Kallu refused to do his bidding and embarked on his mission to destroy the planet. Eventually foiled by He-Man, Kallu was sent back to the Netherworld with a blast from the Sword of Power.

**KARG**

Size changing
Flight

FOR THE LIVE-ACTION FILM CHARACTER,
SEE CHARACTERS: KARG

1983 FILMATION MOTU ANIMATED SERIES

Karg was Azrog's diminutive, dragon-like sidekick. He would sit upon Azrog's shoulder until an escape was required. Karg would then grow to an enormous size and fly off with Azrog astride his back.

KELLER FLOWERS**1986** UK MOTU COMIC MAGAZINES

Keller Flowers were used by Orko as ingredients in spells and potions. Their juice, combined with that of Beatie Flowers, could produce a sleeping draft.

KING LIZ**1985** FILMATION POP ANIMATED SERIES

King Liz was a legendary creature from the Valley of the Lost. The brown creature looked similar to a T. rex. Sentient and open to peaceful resolutions to confrontations, King Liz earned its name from the spikes protruding from its skull in the shape of a crown.

KOMA-BEAST**1987** GERMAN EHAPA MOTU COMICS

The Koma-Beast was an Eternian sea monster so large that it could walk upon the seabed while its head and upper body broke the surface.

KONZILLA

Strength

1986 UK MOTU COMIC MAGAZINES

A powerful demon from the Island of Monsters, Konzilla was a creature powerful enough to defeat He-Man. Susceptible to Beast Man's mind control, Konzilla was unleashed on the Heroic Warriors by Skeletor. When Beast Man lost control of the creature, it reverted to its noble and harmless nature, promising to aid He-Man if he ever needed its help.

**KORLOCK****1983** FILMATION MOTU ANIMATED SERIES

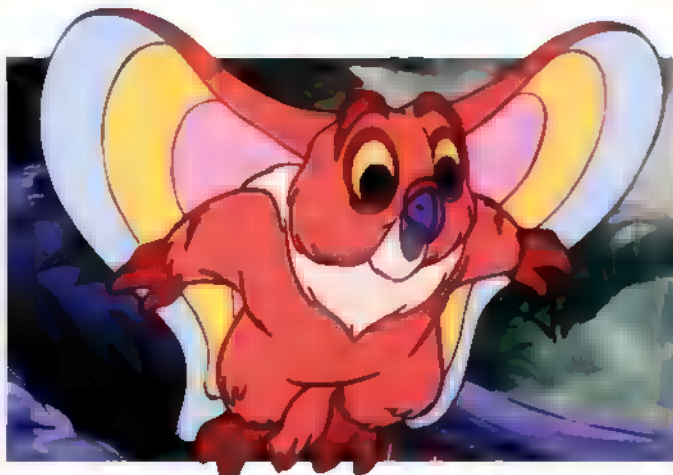
The Korlock was a terrifying, lizard-like creature with a hard shell, six tentacles, two arms, and a tail. It hurled boulders at its prey.

KOWL

The Know-It Owl

Superior intellect
Flight

Great Rebellion



1985 FILMATION POP ANIMATED SERIES

Kowl, alongside Kowla and his cousin, Red Eye, was among the last of his species. Kowl lacked courage, but he generally overcame his fears where his friends were concerned. His apparently long-standing relationship with Bow was tempestuous, and the pair frequently (and often hilariously) bickered. Often, Kowl would emerge victorious from these quarrels, using his wit, intelligence, and sharp tongue to great effect. He was one of the few who knew that Adora and She-Ra were one and the same.

Kowl's ability to fly made him a good scout for the Great Rebellion, and he would warn them about oncoming attacks—or their impending doom.



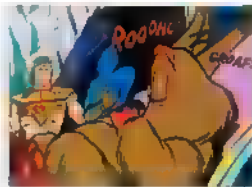
1985 POP MINICOMICS

In the POP minicomics, Kowl was known as "the Know-It-Owl" because of his highly developed intelligence. He enjoyed speaking in rhyme whenever he talked and kept an eye on dangerous situations. Due to his small size and his ability to fly from place to place, he was an excellent scout. Kowl was a loyal friend to Adora and Bow and one of the few individuals who knew that Adora and She-Ra were the same person.

TRIVIA: Unlike his Filmation depiction, Kowl was yellow, not brown, more closely matching his action figure's color scheme.

1989 BRAZILIAN ESTRELA POP MINICOMICS

In the Brazilian POP minicomics, Kowl was extremely fond of sleeping. He liked nothing more than to take a nap on a tree branch. Even while in midflight, Kowl could be heard remarking that he was becoming sleepy.



2008 MOTU CLASSICS

The Classics added little to Kowl's characterization. Having joined the Great Rebellion after fleeing the Horde's attacks on his tribe, Kowl befriended and fought alongside Bow for many years. Later, he traveled with Bow to Eternia and participated in the Third Ultimate Battleground.



KOWLA

Flight



1985 FILMATION POP ANIMATED SERIES

Like Kowl, Kowla was a member of a species which was becoming extinct on Etheria. She had a very delicate temperament but also a strong aversion to violence. She later became romantically involved with Kowl.

KRACK-NAR



Strength

1986 UK POP COMIC MAGAZINES

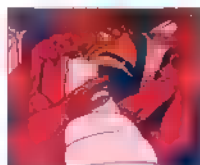
Krack-Nar was a terrifying sea dragon from the darkest depths of the Ethernian oceans.

KRAKEN

Strength
Speed underwater

1983 FILMATION MOTU ANIMATED SERIES

According to legend, the Kraken was the largest sea monster on all Eternia. It possessed four arms and great speed underwater. It would roar continuously when agitated. Mer-Man used the VHO to control the creature and set it on He-Man.



KRAKOR

1984 GERMAN MOTU AUDIO PLAYS

Krakor was an abominable squid with long, poisonous spikes on his back. He served Mer-Man, keeping him company in his underwater throne grotto. There, Krakor delighted in reminding his master that he depended on Skeletor's help to conquer Eternia.

KULWAT

Strength

1983 FILMATION MOTU ANIMATED SERIES

The Kulwat was a powerful, bull-like creature with a nasty temper. It had a shaggy mane and four horns, two atop its head like a bull and two on either side of its snout.

LATCHMORES



Flight

1986 UK MOTU COMIC MAGAZINES

Latchmores were vicious winged reptiles under Skeletor's control. Their primary weakness was exposure to water, which would put them out of action.

LIOZARD



1983 LADYBIRD MOTU BOOKS

The Liozard was an Ethernian lion-lizard hybrid. Although it appeared savage if its territory was trespassed on, it was peaceful in nature and would not hurt those who meant it no harm. Teela described it as "one of the Liozard People."

LIZARD-BATS



Guards of Kronos

Flight

1987 GERMAN EHAPA MOTU COMICS

Also known as the Guards of Kronos, the Lizard-Bats lived inside a hollow tree that served as a path to the Crystal Shrine.

LIZIGATOR



1986 UK MOTU COMIC MAGAZINES

The Lizigator was a giant reptilian creature from Eternia's Sinister Swamplands.

LOOMIS



1983 FILMATION MOTU ANIMATED SERIES

The Loomis were oversized hornet-like creatures. They were incredibly deadly and worked together in large numbers.

LORBOS

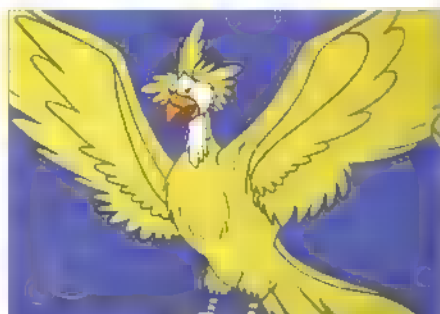
Projecting energy blasts from stinger

1983 FILMATION MOTU ANIMATED SERIES



The Lorbos was a monstrous crab-like creature with eyes on stalks and a stinger on the end of its tail which projected deadly blasts of energy.

LOVEBIRD



1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES

The Lovebird was a creature indigenous to the planet Darius-7. It was large with yellow feathers.

LURKER



Gliding
Projecting beam to encase victims in ice

1983 FILMATION MOTU ANIMATED SERIES

The Lurker was a bear-like creature with webbing under its arms which allowed it to glide through the air. It could project beams from its mouth that encased its enemies in ice. It loyally served the Enchantress of Mount Fear.

MADRONA TREE PODS



2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES

Madrona Tree Pods fell from Madrona trees in Eternia's southern islands. The pods floated on the ocean waters and washed up on shores throughout the Light Hemisphere. The milk from these pods contained antibodies which were the only cure for the venom of the jellyfish-like Pulmos.

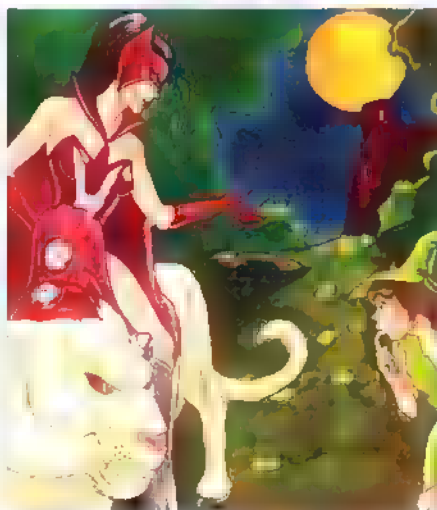
MAGIC DRAGON

Great magic powers
Breathing magic flame

1986 UK POP COMIC MAGAZINES

The Magic Dragon of the Blue Mountains was a friendly and harmless dragon. But this didn't stop Hordak from preying on him. Hordak and Shadow Weaver sneaked into his home one night and stole his magic flame power their new weapons. This left the dragon very sad, and being a Magic Dragon, he was unable to prevent his magic powers from spreading his sadness, causing a great wave of depression throughout Etheria.

MAGICAT



FOR THE ENCHANTED ETHERIAN RACE OF FELINES, SEE FACTIONS, ORGANIZATIONS, SPECIES & RACES: MAGICATS

1985 GOLDEN POP BOOKS

Magicat was a large white lion, similar to Clawdeen.

MAGNA-SNAKES



Spitting deadly venom
Reversing enemies' powers

1986 UK MOTU COMIC MAGAZINES

Centuries in the past, during King Hiss's original reign on Eternia, the Magna-Snakes were the most powerful and dangerous snakes on the planet. In addition to their great strength and deadly venom, they emitted rays which would reverse their enemies' powers—for instance, making He-Man weak or turning Sy-Klone into a statue. The Magna-Snakes could be frightened off by fire.

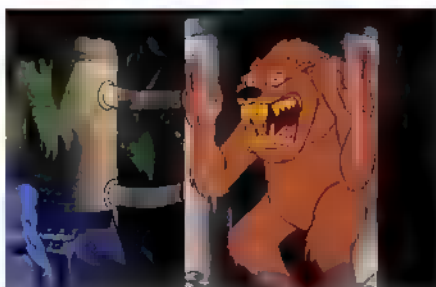
The Magna-Snakes were so savage that they would instinctively attack even King Hiss himself, but his power enabled him to control two Magna-Snakes at a time. When King Hiss reemerged on present-day Eternia, he recovered the Magna-Snakes from their nest, placed two of them under his control, and returned them to normal size, before using them to hack away the rocky ground beneath which Viper Tower was buried, recovering his old command center.

MAGNUM SCORPION



1984 GERMAN MOTU AUDIO PLAYS

The Magnum Scorpion was a large red creature used by the Mages of the Timeless Ones with the intention to fight and kill the entrapped Zoar.

MALABEAST**1983 FILMATION MOTU ANIMATED SERIES**

The Malabeast was a large, ferocious, hairy creature that Skeletor used as a model to make the energy beast Byte.

MAN-EATING PLANTS**1983 MOTU MINICOMICS**

The Man-Eating Plants were very large carnivorous plants with many eyestalks. They were quite ravenous and craved human flesh.

MANTARIAN MONO SNAKES**1986 UK MOTU COMIC MAGAZINES**

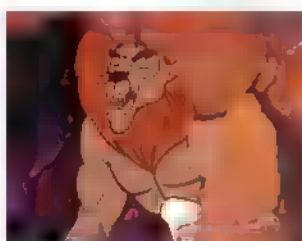
Mantiarian Mono Snakes were magically conjured into existence from a rock by Hordak, when he briefly gained magical powers during a lunar conjunction.

MAMMAPHANT

Projecting powerful blasts of water through trunk

1986 UK POP COMIC MAGAZINES

The Mammaphant was a mammoth-elephant hybrid capable of spraying powerful blasts of water through its trunk.

MANTICORES

Agility

1983 FILMATION MOTU ANIMATED SERIES

The Filmation MOTU series depicted a huge manticore having the head of a lion, a humanoid body resembling a lizard, and a spiked tail. Despite its fearsome appearance, it was not especially strong.

1983 MOTU MINICOMICS

The minicomics portrayed a manticore that guarded the eldritch Skytree. It was leonine in appearance. The manticore had poisonous spines on the end of its very dangerous barbed tail.

**1983 LADYBIRD MOTU BOOKS**

The Ladybird books' version of a manticore possessed a human face, the body of a lion, and the tail of a scorpion.

**MANDRONES**

Flight

1983 FILMATION MOTU ANIMATED SERIES

Mandrones were oversized feathered predators who would swoop down on their prey without mercy. They could project laser beams from their eyes.

MAOSER**1985 FILMATION POP ANIMATED SERIES**

The Maoser was a small, furry creature from the Dark Dimension that hung by its tail in trees and ate berries. It was friendly but skittish. The Maoser would vanish if threatened.

**MARSHFLIES**

Illumination

1984 UK WORLD MOTU ANNUALS

Marshflies were insects native to the swamplands of Eternia that produced illumination. They were especially common in the city of Morais.

MARSH-MONSTER

1986 UK MOTU COMIC MAGAZINES

The Marsh-Monster was an electronic droid sent by Hordak and Skeletor to attack He-Man. While He-Man was making his regular patrol through the Marshland of Mytor, he pole-vaulted onto a clump of dry land that turned out to be what appeared to be a vicious Marsh-Monster. Stuck in marshy water, He-Man noticed the creature felt unusually warm and was giving off an electronic hum.



Realizing it was a machine, He-Man attacked the droid with his sword, but it was booby-trapped; exploding into a thousand fragments, it knocked He-Man unconscious.

MASSING DWARF



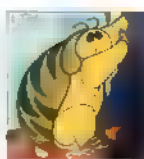
1986 UK MOTU COMIC MAGAZINES

The Massing Dwarf was encountered by He-Man, Buzz-Off, and Roboto on the planet Metalunos, near Eternia. The Massing Dwarf attacked the heroes and briefly trapped them on Metalunos, but Roboto managed to strategically defeat the creature and enable the heroes' return.

MECHACATS

1983 FILMATION MOTU ANIMATED SERIES

Created by Zalt with Orko's magical abilities, the Mechacats were robotic lions which were as big as Battle Cat and produced the same ferocious roar. Though terrifying in appearance, they were not made of durable materials.



MEGGIE

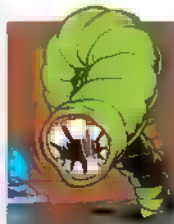
1983 FILMATION MOTU ANIMATED SERIES

Meggie was a large, green pet belonging to a young Polti. She had a hard shell on which she could carry an older Polti.

METEOR WORM

1987 ITALIAN MAGIC BOY MAGAZINES

The Meteor Worm was a type of colossal green worm that dwelled within large space meteors in the Tri-Solar System. When a spacecraft came too close, it emerged with its hideous mouth agape, ready to devour the ship and its unlucky inhabitants. A Meteor Worm was capable of eating through solid rock, and once it caught a scent, it could track its prey in space.



MIND BEAST

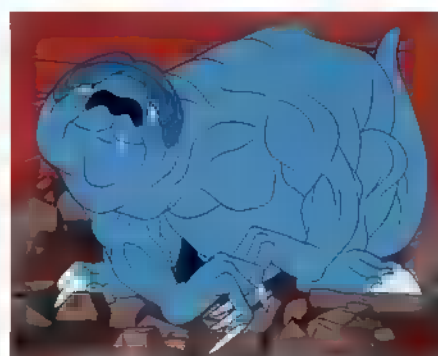
Increasing power through fear



1986 MARVEL STAR MOTU COMICS

The Mind Beast had existed in Helios for one hundred years, striking fear into the hearts of all and thus growing more powerful. It was used to test the worthiness of those seeking the Healing Gem of Helios.

MOAK



Burrowing

1983 FILMATION MOTU ANIMATED SERIES

Moak was a burrowing beast who caused tremors and earthquakes every time he traveled underground. Extremely nearsighted and friendly but also clumsy, he had the ability to communicate with people via telepathy. Only a few were able to actually hear him, since most people were blinded by panic at the sight of his fearsome appearance.

MOJO

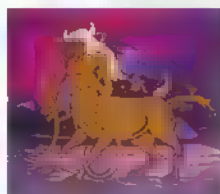
1986 UK POP COMIC MAGAZINES

Mojo, an ordinary dog, was the pet of a little girl and enjoyed playing fetch with his mistress in the Whispering Woods. He stumbled by chance upon Madame Herbista's Book of Spells.



MOLKROM

Superhuman strength

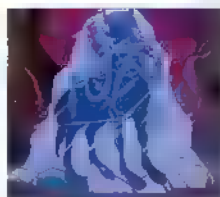


1983 FILMATION MOTU ANIMATED SERIES

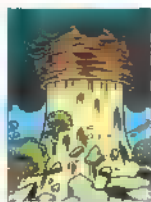
The monster god Molkrom was a nightmarish, centaur-like creature with the face and body of a horse, the torso of a human, and tentacles for arms. It had immense strength and could fire powerful blasts of energy from its eyes. Long before, it had fought alongside the Torgs, making them an unstoppable force on Eternia. The Elders placed Molkrom in a crystal prison deep within the Torgs' cave.

2008 MOTU CLASSICS

Unlike the Filmation series, Molkrom was imprisoned in a block of ice deep inside Castle Grayskull. He was presumably killed when the Unnamed One destroyed the castle.



MOLOCH OF EVIL



1984 GERMAN INTERPART-CONDOR MOTU COMICS

According to legend, the Moloch of Evil would one day come to Eternia and devour all that was good. It existed as an enormous cloud with a tornado as its mouth. Anything it passed over was sucked into it and deposited into the Fright Zone dimension. Hordak used the Moloch to wreak havoc upon Eternia.

MONKEY-RABBIT



1983 FILMATION MOTU ANIMATED SERIES

The Monkey-Rabbit was a creature conjured by Orko with the proportions of a monkey but the look of a rabbit.

MONKEY-SPIDER



1983 LADYBIRD MOTU BOOKS

The Monkey-Spider was a venomous monkey with eight legs, similar to a spider. The creature dwelled within the forests of Eternia.

MONSTER OF THE DEPTHS



1982 MOTU MINICOMICS

A horrible monster from the icy depths of the sea, the red creature was a vicious monster that obeyed Mer-Man's commands. The beast resembled a

giant Earth octopus. However, unlike an octopus, it had a long snout with fleshy tendrils on the end of it. The monster also had a ridge of spines down its back and on its tentacles.

MONSTERS OF THE DEEP

1984 GERMAN MOTU AUDIO PLAYS

The Monsters of the Deep were humanoid creatures who lived in the Plain of Eternity. They originated on planet Earth and went to Eternia through the Cosmic Bridge which connected both worlds. The evil mage Reigam once opened the gates of Eternia for the monsters to occupy the city while its citizens were asleep. Stratos and his soldiers defended Eternia against the monsters, who retreated back to their caverns.

MONSTONES



1985 MOTU MAGAZINES

The Monstones were rock monsters magically raised by Skeletor. The creatures were made up of chunks of solid stone and were quite strong.

MONSTROID



The Ultimate Battling Monster

Evil Horde

Red, razor-sharp claws

Spinning and grabbing

1984 GERMAN MOTU AUDIO PLAYS

Monstroid was a monstrous crab in the service of the Evil Horde that grabbed victims in its claws and

violently spun them through the air. Though it possessed an animalistic consciousness, it was unclear whether the creature was a living being or an artificial construct.

1986 MARVEL STAR MOTU COMICS

Having vanished eons ago to the bottom of the Sea of Rakash, Monstroid was a massive Evil Horde robot summoned by Hordak from the depths to exact his revenge upon He-Man. With immeasurable and seemingly unstoppable power, Monstroid had glowing yellow eyes, sinister fangs, and razor-sharp claws that he used to capture all of Hordak's enemies.

MORNIK



1985 FILMATION POP ANIMATED SERIES

The Mornik was a surprisingly aggressive chipmunk-like creature with a fish-like tail. It often stood on its hind legs, particularly when attacking its prey.

MORNINGSTAR



Dragons of Darksmoke

Ice crystal

Breathing fire

1983 FILMATION MOTU ANIMATED SERIES

Morningstar was an evil purple dragon with aspirations to rule the Dragons of Darksmoke. He was quick to betray his allies and tricked the dragons into waging war against the humans. His desperation eventually led to a duel against Granamyr, which Morningstar lost.

MULTI-SHARD



1986 UK MOTU COMIC MAGAZINES

The Multi-Shard was a sea monster with sharp claws and especially long tentacles. It was employed by Hordak to guard the equipment he used to create Extendar and Dragstor.

MURDER-ROSES



Producing irresistible perfume

1987 GERMAN EHAPA MOTU COMICS

The Murder-Roses were created in a garden by Hordak. They lured their victims closer with an irresistible perfume. Venturing nearer, their victims entered a comatose state and floated above the ground. Eventually, the Murder-Roses would open their petals to devour their prey.



M'YOWER

Evil Warriors



1986 UK MOTU COMIC MAGAZINES

M'Yower was Beast Man's pet whom he introduced as Snake Mountain's newest Blocker player. He claimed to have taught M'Yower himself.

MYRTLE

1983 FILMATION MOTU ANIMATED SERIES

Myrtle was a Myrtlephant, a three-trunked elephant, who performed at Crackers's circus. She assisted in erecting the tents and loved her master dearly.



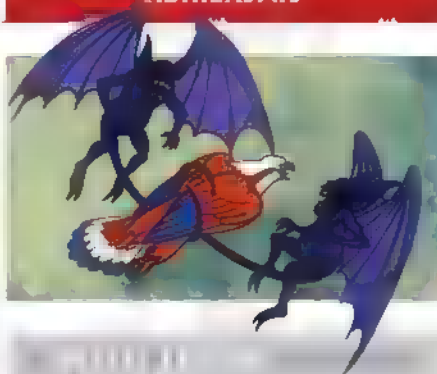
NERBS



1983 FILMATION MOTU ANIMATED SERIES

Loyal to Negator, the Nerbs were odd little creatures that, although living, appeared to be nothing more than energy. When required, they would transfer their energy into Negator, allowing him to become more powerful. They wore long blue cloaks and spoke in a strange language. The Nerbs also appeared to be fearful and would often cower behind their master.

NETHERDATS

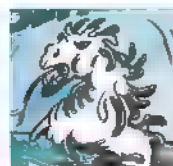


Flight

1983 FILMATION MOTU ANIMATED SERIES

Netherbats were Darkdream's gargoyle-like creatures who would laugh maniacally as they captured their prey. Like their master, they could not be out in daylight.

NETHER-DEMON



1986 UK MOTU COMIC MAGAZINES

The Nether-Demon was conjured by Skeletor to infect Jodder's emergency communication system and prevent him from using it when Skeletor invaded his home.

NIGHT SPIDERS



1983 FILMATION MOTU ANIMATED SERIES

Night Spiders were small, cavern-dwelling creatures that attacked in numbers. They encased their victims in their webs and then hid them behind rocks.

1986 UK POP COMIC MAGAZINES

In the UK POP comics, Night Spiders spun an extremely strong webbing that was nearly impossible to break.

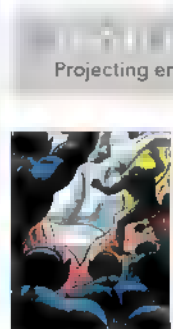
NIGHTFIRE

1985 FILMATION POP ANIMATED SERIES

Nightfire was a two-headed, dragon-like creature that stood guard at Horror Hall. Its proportions were almost humanoid. The creature could project beams from its eyes that encased its victims in blocks of ice.



NIGHTSKULKERS



1987 GERMAN EHAPA MOTU COMICS

The Nightskulkers were demonic beings who guarded the bone bridge on the route to Darkmoor. They could project energy rays from their hands.

OAK THE JACKAL GOD

1986 BRAZILIAN EDITORA ABRIL MOTU COMICS

Oak was the terrible Jackal God worshiped by the denizens of Zhar, an ancient civilization that once existed in a remote, forested region of Eternia. The fearsome deity was half man, half jackal. Long ago, Oak was imprisoned within a statue which could be found within the Temple of the Jackal. When Skeletor removed the statue from the temple, Oak broke free of the enchantment which imprisoned him and wreaked havoc on Eternia. Although the

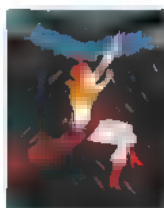
Jackal God was immensely powerful, he could be weakened by the elements of nature and was ultimately foiled by a rainstorm conjured by the combined powers of He-Man's sword and the magic of the temple's guardian priest.



OCTABEAST

1983 FILMATION MOTU ANIMATED SERIES

The Octabeast was kept in a pit at Snake Mountain beneath a trapdoor. It was controlled by Beast Man. Only one enormous tentacle was ever seen of the creature.



OCTO-EELS

1983 LADYBIRD MOTU BOOKS

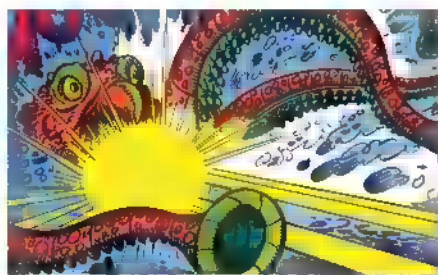
Octo-Eels were octopuses with the head of a toothy eel at the end of each tentacle.



OCTOID

1987 GERMAN EHAPA MOTU COMICS

An Octoid was a giant, man-eating kraken with a sucker at the end of each tentacle.



OCTOPUS-ALGAE

1987 ITALIAN MAGIC BOY MAGAZINES

Octopus-Algae was a form of aggressive plant life that inhabited the swamps of Denebria. The Octopus-

Algae would emerge from the watery depths to ensnare victims in its slimy, tentacular vines.



OGA



1985 FILMATION POP ANIMATED SERIES

Oga was an elephant in Caleb's circus. She was a bit skittish, despite her great size. She placed great faith in Prince Adam, who taught her tricks.

OGRES

1983 FILMATION MOTU ANIMATED SERIES

The ogre of the Filmation series was a maroon creature with fishy gills who dwelled within the Old Vine Jungle. It would give its presence away by growling and was somewhat clumsy.



1983 MOTU MINICOMICS

In the MOTU minicomics, the cavern containing the Secret Liquid of Life was guarded by a large blue ogre with a transparent cranium that displayed its green brain.



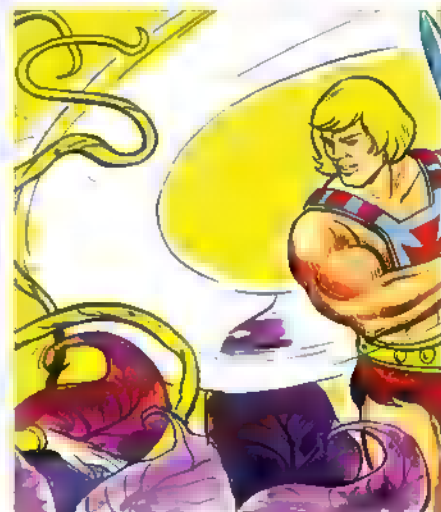
OMMY

1983 FILMATION MOTU ANIMATED SERIES

Ommy was Farin's pet Omiran, a creature with white fur, pink legs, and a duckbill. Ommy was loyal to Farin and played a role in defeating Modulok.



OSIRA



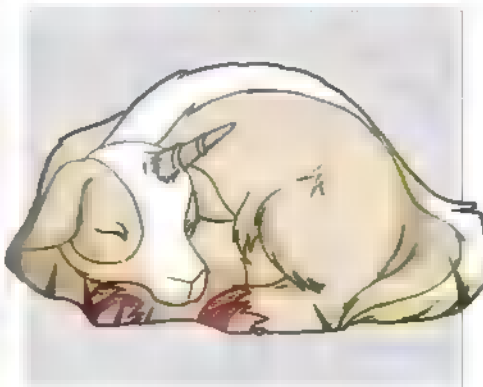
1984 UK WORLD MOTU ANNUALS

Osira was a sentient alien plant whose children were kidnapped by Skeletor when she arrived on Eternia. She had purple leaves and yellow creepers which reached out and drained the energy from her victims. She would burrow into the ground when threatened.

OZOLS

1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES

Ozols were a small type of animal native to Primus. Drissi had many Ozols in her flock.

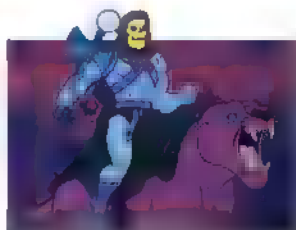
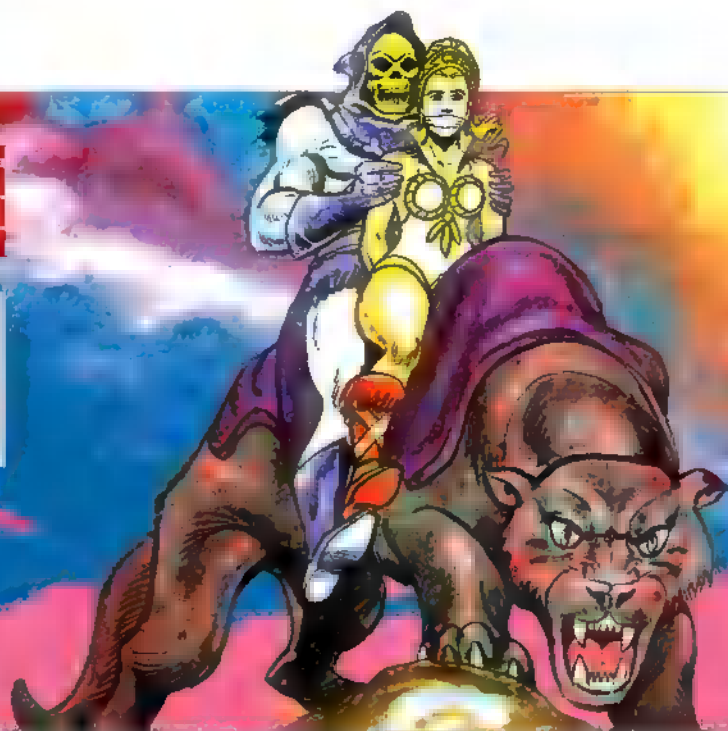


PANTHOR

Savage Cat of Skeletor

Evil Warriors

Agility
Strength
Ferocity



1983 FILIMATION MOTU ANIMATED SERIES

In the Filimation series, Panthor was unshakably loyal to Skeletor. The fearsome purple feline served as his transportation across Eternia, but Skeletor also used him to intimidate or frighten others. Panthor displayed disdain for most

of the Evil Warriors and would only allow Skeletor or Evil-Lyn to pet him. Though ferocious, he was usually quickly frightened off by Battle Cat, his foremost adversary. Though Panthor was, in many ways, Skeletor's answer to He-Man's Battle Cat, Panthor did not possess Battle Cat's ability to speak.

1983 KID STUFF MOTU RECORDS

In the Kid Stuff records, Skeletor afforded a good deal more respect to Panthor than to his other allies. The great cat could sense danger from afar and was capable of carrying Skeletor, Evil-Lyn, Beast Man, and Tri-Klops all at once.

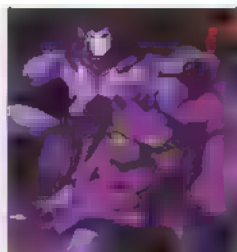


1986 UK MOTU COMIC MAGAZINES

In contrast to the Filimation series, the UK comics depicted Panthor as having the ability to speak. Fearlessly obedient to his master, Panthor had an antagonistic relationship to Beast Man.

1987 GERMAN EHAPA MOTU COMICS

Panthor was a large, purple-furred leopard who carried Skeletor into battle. Although word had it that he was able to talk, Panthor never actually said anything. He was absolutely loyal to his master.



2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES

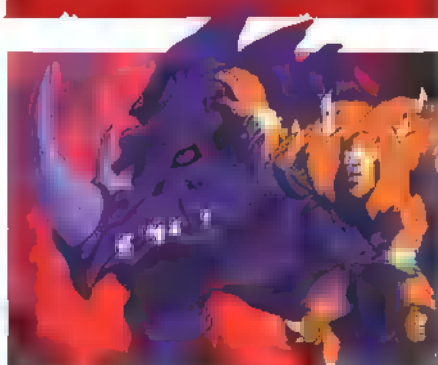
In the Mike Young Productions version, Panthor was a large purple panther that was loyal to Skeletor. Skeletor did not use him for transportation as much as in the Filimation series, opting for vehicles instead, so Panthor was mostly seen at Snake Mountain lying beside Skeletor's throne. Being a ferocious beast, Panthor would growl at the sound of the heroes from the Doomseekers' transmissions, and even at the Evil Warriors if they annoyed him.

2008 MOTU CLASSICS

In Classics, Panthor began as a young Dylinx cub saved from a hunter's pit in the Corridors of Lithos by the exiled Prince Keldor. In return, Panthor became his fiercely devoted pet and later steed. Keldor named him Panthor after a Gar tribal story his mother had told him as a child. Panthor remained loyal to him even after Hordak transformed Keldor into Skeletor.



PAREK-NARRS



2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES

The Parek-Narr was a rhino-like beast with an armored hide and a horn on its nose. Beast Man kept one as a pet at Snake Mountain.

2008 MOTU CLASSICS

In Classics Parek-Narrs were a species of Eternian predators that preyed upon cubs of the Green Tiger Tribe.

PEEP FISH

1986 UK MOTU COMIC MAGAZINES

The Peep Fish was a species of fish found in the Eternian rivers. Every so often it would leap out of the water to see if any of its enemies were nearby. The Peep Fish was also one of the fastest-swimming fish on Eternia.



PINKY

1985 FILMATION POP ANIMATED SERIES

Pinky was Leena's incredibly fast elk-like pet and friend on her parents' farm. The animal had large antlers and was a dark shade of pink.

PLANT APE

Strength



1983 FILMATION MOTU ANIMATED SERIES

The Plant Ape was a large, green shrub-like monster that lived in the Old Vine Jungle. It would threaten unwary travelers. Though strong, it could be frightened away by loud noises.

POGLE ROSE

Speech
Telepathy

1986 UK POP COMIC MAGAZINES

The Pogle Rose was a talking flower kept by Perfuma in her palace. It communicated with all the plants of Etheria via telepathy. It would find out what was happening throughout the planet and relay that information to Perfuma.

POLAR BEAST



Strength

1985 FILMATION POP ANIMATED SERIES

The Polar Beast lived in Etheria's Freezing Mountains and preyed on any who trespassed in its territory. Utterly savage, it boasted terrifyingly large claws.

POOKA



1985 FILMATION POP ANIMATED SERIES

Pooka was a woodland creature with orange fur and a ball-shaped body. Not the bravest soul, Pooka was

friendly with Tondy and made chirping sounds to communicate.

POOKI

1983 FILMATION MOTU ANIMATED SERIES

Pooki was a blue-skinned woodland creature with a ball-shaped body. He made chirping sounds and became friends with Teela, who found him adorable.



PRETTY KITTY



1983 FILMATION MOTU ANIMATED SERIES

Pretty Kitty was a white panther with pink eyes who was part of Beast Man's menagerie. She was very attractive to Cringer, although her ferocity also frightened him. Under Beast Man's sway, she lured Cringer into a trap so that Skeletor could ransom the green tiger.

PTERODACTYLS

Flight



1983 FILMATION MOTU ANIMATED SERIES

Similar to the ancient Earth creatures, Eternian Pterodactyls possessed long beaks and arms attached to their wings, with which they would

seize their prey. Beast Man could control and ride them.

PTERROR-DACTYLS



Flight

FOR THE EVIL WARRIORS' FLYING VEHICLE, SEE VEHICLES & TRANSPORTATION: TERRORDACTYL

1983 FILMATION MOTU ANIMATED SERIES

The Pterror-dactyls were blue-skinned creatures magically conjured by Count Marzo. They had the faces of gargoyles, large wings, claws, and spiked tails.

PULMOS



Spraying venom

2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES

Pulmos were giant sea creatures similar to jellyfish, with one set of tentacles to walk on land and a second set covered in toxic stingers that they could spray in quick succession. The only known cure to Pulmos venom was the milk of the Madrona Tree Pods.

PYROK

The Killer Dragon

Fire-breathing

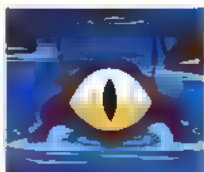


1987 GERMAN EHAPA MOTU COMICS
Pyrok was a large fire-breathing dragon. It was said that no living being was a match for "the Killer Dragon." Skeletor attempted to use Pyrok to kill He-Man and Man-At-Arms on Skeleton Island.

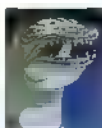
QUAGMI LEECH GNATS

1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES

Quagmi Leech Gnats were a particularly annoying breed of amphibious creature found in the Quagmi Swamp. Once they attached themselves to a victim with their suckers, they were tough to shake off.



QUAGMI SWAMP LIZARDS



1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES
Quagmi Swamp Lizards were small reptilian creatures that dwelled in the Quagmi Swamp.

QUEEPEE



1985 FILMATION POP ANIMATED SERIES
The Queepee was a furry little creature from the Dark Dimension with a jewel on its forehead. When rescued, the Queepee vanished and left three jewels behind.

RABBIT-DEER

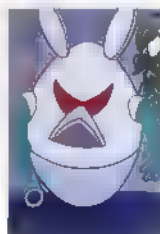


1983 FILMATION MOTU ANIMATED SERIES
The orange-furred Rabbit-Deer was the size of a deer and had the head of a deer but the body of a rabbit.

RABBOTS

Levitation

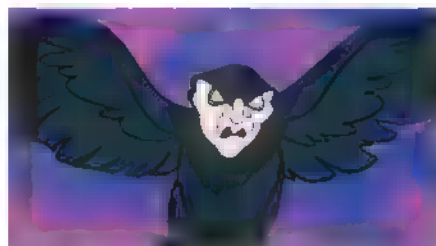
1983 FILMATION MOTU ANIMATED SERIES
Designed by Plundor, the Rabbots were egg-shaped, levitating, robotic rabbits. They were not very durable, but each came equipped with an arsenal of weaponry, making them dangerous.



RAINBOW FROGS

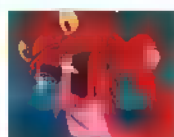
1983 LADYBIRD MOTU BOOKS
Rainbow Frogs were multicolored frogs indigenous to Eternia's Vine Jungle.

RAVEN



1983 FILMATION MOTU ANIMATED SERIES
Skeletor's eerie Raven was used to spy on the Heroic Warriors in Castle Grayskull. The Raven could only communicate with Skeletor in sentences that rhymed.

RAZORFINS



1983 FILMATION MOTU ANIMATED SERIES
Razorfins were eel-like ocean animals that possessed extremely strong teeth. They could eat their way through virtually anything.

REALITY SHAPER



Shape shifting
Reality shaping

1986 UK MOTU COMIC MAGAZINES
The Reality Shaper was a gruesome demon from Nega-Space. The demon could shape shift into any form and remold reality to whatever its master desired. Hordak managed to use the creature to shape reality on Eternia to his desires, causing all the Heroic and Evil Warriors on Eternia to bend to his will. Even He-Man and Skeletor were in Hordak's service. Only the Sorceress was able to narrowly avoid its power.

The Reality Shaper was an incredibly powerful opponent and was even able to penetrate Zoar's force shield. The Sorceress narrowly managed to defeat the creature by opening a warp into Nega-Space and sending the Reality Shaper back to its home dimension. With the Reality Shaper gone, things returned to normal on Eternia, both Heroic and Evil Warriors regained their senses, and Hordak fled.

RED EYE



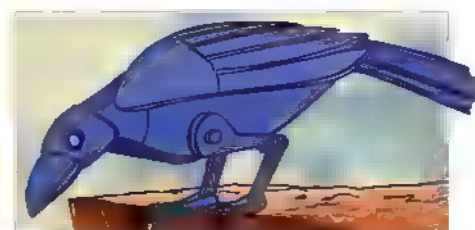
Evil Horde

Flight

1985 FILMATION POP ANIMATED SERIES

Crafty and mischievous, Red Eye was Kowl's cousin and one of the few creatures of his kind in existence. Ragged and tattered, he shared Kowl's ability to fly but little else. Willing to do anything to elevate his own status, he joined the Horde in an attempt to humiliate Kowl.

ROBOT RAVEN



Evil Warriors

Reconnaissance

1983 FILMATION MOTU ANIMATED SERIES

A precursor to Screech, Skeletor's Robot Raven was a metallic blue bird with cameras for eyes. It would transmit footage of what it saw back to Snake Mountain.

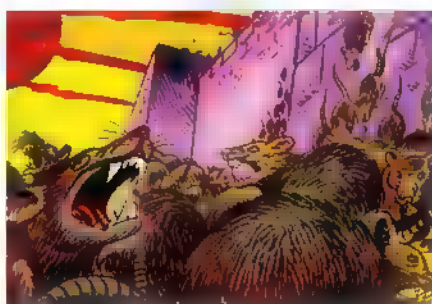
REED MONSTER



1986 UK MOTU COMIC MAGAZINES

The Reed Monster was a demon of legend contained within a bottle. When released, it appeared terrifying and ferocious, but in reality it was gentle and harmless.

ROBO-RATS



Robot-Rats

Infrared vision

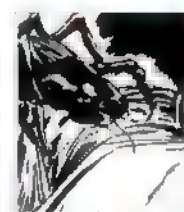
1984 UK WORLD MOTU ANNUALS

The Robo-Rats were cyborg rodents who lived amid the rusty ruins of old machinery on Denebria. They were hunted by the Cyborg Vultures.

1987 GERMAN EHAPA MOTU COMICS

Skeletor created millions of Robot-Rats and set them to swarm the city of Eternis. Resembling living rats, they were controlled from a command center inside Snake Mountain.

ROCK BEETLES



1986 MOTU NEWSPAPER STRIPS

Rock Beetles were somewhat large and extremely poisonous insects. They were indigenous to the Sands of Solitude outside the Kingdom of Rondale.

RELAY

Manchines

Adorability
Flight

1985 FILMATION MOTU/POP ANIMATED CHRISTMAS SPECIAL

Relay was the Manchine puppy who could fly by spinning his tail. He resembled an Earth poodle with machine parts. He was cute enough to endear himself to even the likes of Skeletor.



ROCK LIZARD

1983 FILMATION MOTU ANIMATED SERIES

The Rock Lizard lived outside Snake Mountain and had the ability to blend in with the surrounding rocks. Though large and terrifying, it was relatively harmless.



ROBOT BIRDS



Flight

1987 GERMAN EHAPA MOTU COMICS

Robot Birds behaved precisely like living birds. They resided in a lava pool in the Vale of Shadows.

ROCK MONSTERS



Brute strength

1983 FILMATION MOTU ANIMATED SERIES

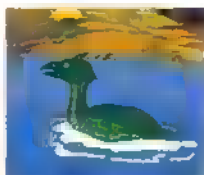
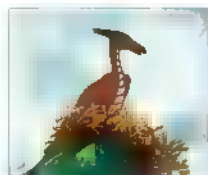
Serving Beast Man, the Rock Monsters relied on brute force. They bore a resemblance to the Demon of Stone created by Evil-Lyn.

RHINO BEETLE

1983 FILMATION MOTU ANIMATED SERIES

A relic of prehistoric Eternia, the Rhino Beetle was a creature that existed on Dragosaur Isle. It lived underground, surfacing only for food. It possessed a horn, claws, and a crab-like shell. The Rhino Beetle could move and leap very quickly.

ROE



Flight

1983 FILMATION MOTU ANIMATED SERIES

A Roe was similar to a pterodactyl with brown skin. The females were fiercely protective of their nests. Battle Cat was able to communicate with a nesting Roe when he encountered one in the Valley of Power.

RUBY PHOENIX



1984 UK WORLD MOTU ANNUALS

The Ruby Phoenix was a creature of legend. Only King Randor (here called "King Miro") knew that if the

creature was ever to vanish, Eternia would crumble and decay. The phoenix's feathers were the key to Eternia's existence.

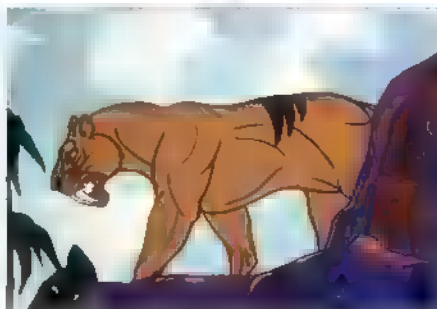
SADERION



1986 UK POP COMIC MAGAZINES

The Saberion was a large feline beast that roamed Etheria.

SABRECAT



1983 FILMATION MOTU ANIMATED SERIES

Ferocious and powerful, the orange Sabrecat had large fangs and three stripes on its back.

SAGO



1983 FILMATION MOTU ANIMATED SERIES

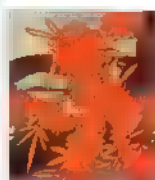
Sago was Lady Valtira's green gargoyle-like pet. He was good-natured, skittish, and not in agreement

with his mistress's destruction of trees. Though he possessed wings, he could not fly.

SALK WEED

1983 FILMATION MOTU ANIMATED SERIES

Salk Weed was a bright orange weed that grew on trees within the Evergreen Forest. Man-At-Arms gathered it for use in his experiments.



SAND CRAWLERS



1983 FILMATION MOTU ANIMATED SERIES

Sand Crawlers were huge, red, ferocious, snaky creatures with spines down their backs. They had a pair of tentacles with two more tentacle-like appendages at each end.

SAND DEMONS

1983 FILMATION MOTU ANIMATED SERIES

The Filmation MOTU series presented several types of Sand Demon. Those created by Nepthu with the Sun Scarab were made of sand and used brute force to carry out their master's commands.

Similar in appearance to Nepthu's creations, Kothos's Sand Demon possessed great strength and could alter its own molecular composition.

Finally, Masque conjured an enormous and terrifying demon from the desert sands. This creature would attempt to simply fall on its foes, burying them in sand.



SAND DEVILS (I)



1983 FILMATION MOTU ANIMATED SERIES

The giant Sand Devils dwelled within the desert sands of Eternia. They had wormy bodies, huge mouths with razor-sharp teeth, and tentacles. They would rise up suddenly from the sand to attack their prey.

SAND DEVILS (II)



Whirling Devils

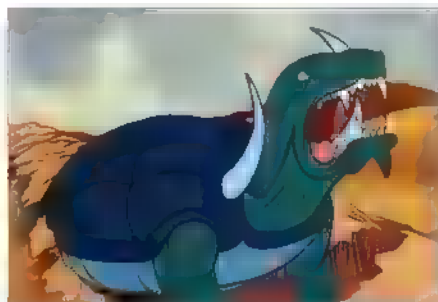
Evil Horde

Re-forming bodies from sand
Spinning to create whirlwinds

1986 UK POP COMIC MAGAZINES

The Sand Devils were evil demons who existed in Etheria's Crimson Wastes and served the Horde. Led by Gritstone, they were hard as rock but would disintegrate into sand when exposed to a high-pitched sound of a specific frequency. They feared the Crimson Fury.

SAND DIGGERS



Digging

1983 FILMATION MOTU ANIMATED SERIES

Sand Diggers were turtle creatures with three horns that burrowed under the sand. They were able to dig and move rapidly underground. They would emerge to attack their victims.

SAND SCUTTLER



Strength

1983 FILMATION MOTU ANIMATED SERIES

The Sand Scuttler was a desert-dwelling crab creature with enormous strength and claws.

SAND SLITHERS

1983 GOLDEN MOTU BOOKS

Sand Slithers were dangerous giant snakes that burrowed through the Sands of Time.

SAND SLUGS

1983 FILMATION MOTU ANIMATED SERIES

Sand Slugs were large, disgusting, gelatinous desert creatures which would travel under the sand and then emerge suddenly.



SAND SNAKES

1983 FILMATION MOTU ANIMATED SERIES

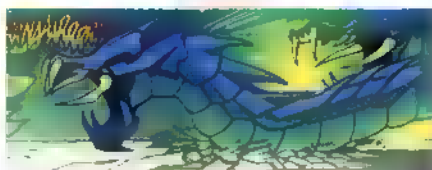
The Sand Snakes of Eternia's Wastelands were huge serpents. Each Sand Snake would wrap around its prey before devouring it.

1983 GOLDEN MOTU BOOKS

The giant Sand Snakes depicted in the Golden books dwelled within the Sands of Time. They were yellow and green.



SAND WORMS



2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES

Sand Worms were large, blue, worm-like creatures with tusks and no visible eyes. They hunted by smell, were very territorial, and were often seen in pairs or packs. Sand Worm bodies had a hardened exterior.

SANDIPEDE

1983 FILMATION MOTU ANIMATED SERIES

A monster from the Sands of Time, the Sandipede was a huge, nightmarish creature with long claws protruding from either side of its mouth and sharp, pointy legs. The creature was orange with brown spots.

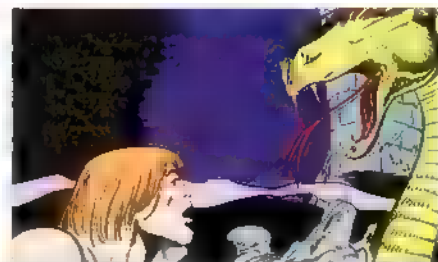


SANDWOLVES

1984 GERMAN MOTU AUDIO PLAYS

Sandwolves were ferocious wolves native to the Sands of Time.

SARCEDON



Strength

1986 MOTU NEWSPAPER STRIPS

Sarcedon was a colossal, serpentine god beast from the dawn of Eternian history. In its imprisoned state, Sarcedon was the snake wrapped around Snake Mountain. It was referred to as "the World Destroyer" and, in ancient times, had burrowed deep into the ground. The creature caused fearsome storms which nearly destroyed Eternia.

Sarcedon was defeated by a "fearless hero." In He-Man's day, the beast was awakened by the combined magic of King Hiss and Skeletor.

TRIVIA: Sarcedon was very similar in concept to the MYP god beast Serpos, which was also the giant serpent wrapped around Snake Mountain. The "fearless hero" who defeated Sarcedon in ancient times was intended to be He-Ro, who was referenced in the script, though neither the writer nor the artist knew what the character was supposed to look like. The image in the finished comic strip remained indistinct.



1986 BRAZILIAN EDITORA ABRIL MOTU COMICS

The Brazilian Editora Abril comics also featured Sarcedon, here spelled "Sacerdon." Although the beast was also depicted as a gargantuan snake in the Brazilian comics, Sacerdon was not the reptile coiled around Snake Mountain as it was in the newspaper strip. In the Brazilian comics, Sacerdon lived deep underground near the kingdom of the Snake Men and was described as "the mother of all serpents."

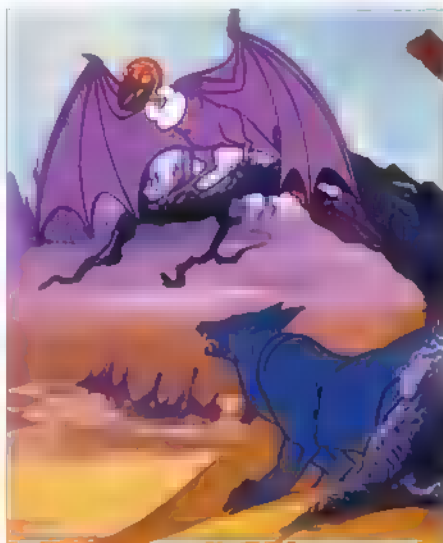
SCARG



1983 FILMATION MOTU ANIMATED SERIES
Scarg was the most feared and dangerous creature on Trolla. It was an enormous, worm-like beast with a large mouth full of razor-sharp teeth.

The creature had tentacles along the length of its body, which it used to snare its prey.

SCAVENGER BIRD



1983 FILMATION MOTU ANIMATED SERIES
The Scavenger Bird was a vulture-like, desert-dwelling creature with dragon wings. It would feast on anything it could find.

SCORPIO



SPECIAL ABILITIES
Projecting energy blasts from tail

1983 FILMATION MOTU ANIMATED SERIES
Scorpio was a huge scorpion-like creature on the Keeper's ship. It could project energy blasts from its enormous tail.

SCREEECH



Evil-Lyn

AFFILIAT
Evil Warriors

ABILITY
Missiles

ADDITIONAL
Transformation into Evil-Lyn
Flight
Sorcery



1982 MOTU TOY LINE

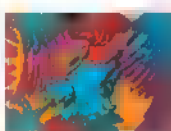
Screeech was a vicious blue-and-purple barbarian bird who fought for Skeletor. He had a nasty temperament and missiles strapped to his body.

1983 FILMATION MOTU ANIMATED SERIES

The Filmation MOTU series portrayed Screeech as a robotic bird. Skeletor would store the bird at Snake Mountain until required for combat. Its cries were so loud and painful that the heroes wore earmuffs to protect their hearing. Its internal circuitry was susceptible to water damage from rain.

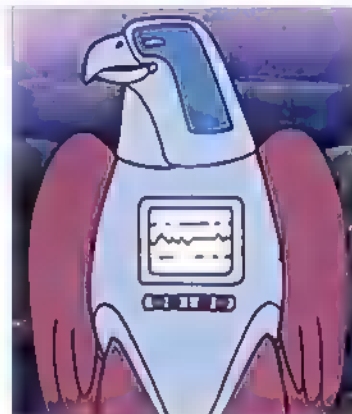
1983 KID STUFF MOTU RECORDS

In the Kid Stuff records, Screeech was depicted as an alter ego for Evil-Lyn, who would use an incantation to transform into the vulture Screeech. In this form, she would fly off on missions for Skeletor.



1983 GOLDEN MOTU BOOKS

Similar to the Kid Stuff records, Screeech was the alter ego of Evil-Lyn. However, here she was shown to hurl magical assaults from her talons.



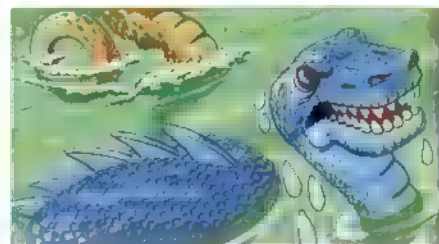
SCRUFFER



1985 FILMATION POP ANIMATED SERIES

A Scruffer was a shaggy pink creature with a tail and horn that walked on all fours. It had a peaceful and playful disposition.

SEA DRAGONS

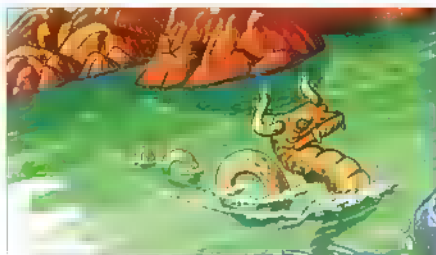


1983 LADYBIRD MOTU BOOKS

Sea Dragons were similar to Sea Serpents and lived in Eternia's oceans.



SEA SERPENTS

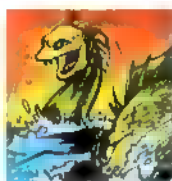


1983 LADYBIRD MOTU BOOKS

Sea Serpents were monstrous Eternian sea creatures under Mer-Man's control. They were his favorite beasts to unleash upon his enemies.

1985 POP MINICOMICS

Catra controlled two enormous green Sea Serpents in the POP minicomics. They were vicious creatures from the darkest depths of Etheria's oceans.



SEABIRDS

1984 UK WORLD MOTU ANNUALS

Seabirds were the Eternian equivalent to seagulls and could be found near bodies of water.

SEA-DOLPHS

Psychic sense of danger
Swimming at superspeed



1986 UK POP COMIC MAGAZINES

The Sea-Dolphins were powerful dolphins who lived in Etheria's oceans and were friends with Mermista. They enjoyed playing hide-and-seek and could sense impending danger. Though all Sea-Dolphins could swim with great speed, Flyer was the fastest.

SECLAPOIDS

2008 MOTU CLASSICS

Seclapoids were a carnivorous Eternian species immune to the mind-control powers of the Beast Men. Clawful earned his place among Skeletor's Evil Warriors by saving Beast Man from a Seclapoid attack.

SENTI-MUD

1986 UK MOTU COMIC MAGAZINES

Senti-Mud was sentient mud on the planet of Incendria that could be formed into living clay people.

SENTI-TREES



1986 UK MOTU COMIC MAGAZINES

Senti-Trees were Eternian anthropomorphic trees who were generally grumpy but enjoyed the Season of Goodwill.

SERPENTOIDS



Strength

1983 FILMATION MOTU ANIMATED SERIES

The two-headed Serpentoids were an army of blue, dragon-like robots created by Skeletor. Though they possessed great strength, their primary advantage was in the sheer numbers in which they were produced.

SERPENTS

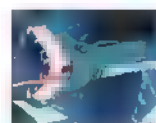


1983 FILMATION MOTU ANIMATED SERIES

The Filmation MOTU series presented a giant, man-eating serpent that dwelled within the lava lakes of the Region of Flame. It was tremendously powerful and had many tentacles.

1985 FILMATION POP ANIMATED SERIES

The Filmation POP series depicted a serpent in the Dark Dimension that could disguise itself as a staircase. It had a large mouth and a forked tongue.



1986 MARVEL STAR MOTU COMICS

A huge, two-headed serpent was kept at the arena on Aarboria in the Marvel Star comics. It would use

its body to bind its victims.

1986 UK MOTU COMIC MAGAZINES

In the UK comics, a large serpent lived underground in the jungle on the way to the Valley of Monsters. It would coil itself around its intended prey.

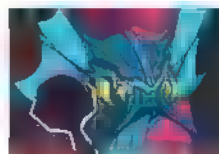


SERPINTAURS

Flight

2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES

Serpintaurs were huge, greenish snake creatures with small arms and legs. Although they had poor



vision, their wings carried them low and fast into battle as they released piercing shrieks to frighten their prey. Their slender forms made

them extremely agile and difficult to strike. They could also project bolts of lightning from their mouths. Their enemies were the dragons, whose eggs they ate while hunting in packs. Beast Man controlled them in service to Skeletor.

SERPOS

Snake Men

**2002 MIKE YOUNG PRODUCTIONS**
MOTU ANIMATED SERIES

Serpos was an enormous, three-headed serpent god worshiped by the Snake Men in Eternia's past. The Council of Elders had imprisoned the beast god in stone. In the present time, King Hssss freed the creature using the Medallion of Serpos in an effort to once again conquer the planet. The serpent god destroyed the Royal Palace, spewing lava from its three mouths, but was reimprisoned when He-Man called upon the Elders' power. Serpos was then once again restored to Snake Mountain.

2002 MVMCREATIONS MOTU COMICS

In the MVMCreations comics, King Hssss forced the Lord of Zalesia in Eternia's ancient past to create for him an amulet with which Hssss could awaken Serpos from his slumber. The serpent god devastated entire populations and natural habitats. It even laid waste to the Snake Men's city before King Hssss regained control of it. Before it was stopped, Serpos destroyed the kingdom of Zalesia. The Council of Wisdom imprisoned the deity again in stone over the volcano that came to be known as Snake Mountain.

**2008 MOTU CLASSICS**

The Classics canon provided additional details regarding Serpos's backstory. Serpos was the ancient, three-headed serpent deity of Preternia. The demon Snake Lord Ka (owner of the shield and staff that eventually went to King Hssss and Teela, respectively) cared for Serpos. When King Hssss and the Snake Men came to Eternia and set him free to strengthen their forces, they devastated Preternia, enslaving the population until D'Vann Grayskull raised an army to oppose them. During the Great Wars, Serpos destroyed the city of Zalesia after its king, Nikolas Powers, broke a treaty with King Hssss by having a daughter. Following the First Ultimate Battleground, the Elders used their combined powers to tap into the Starseed and transform Serpos into stone, thus creating Snake Mountain.

2012 DC MOTU COMICS

In the 2012 DC comics, Serpos was the primordial Eternian aspect of the Goddess, whom the Snake Men worshiped as the mother of all creation and

saw in their own image. To the Snake Men, Serpos represented the primordial: blood, passion, and desire. Serpos was represented by a snake, which was the symbol of the Snake Men.

When Teela became the Sorceress of Serpos, she had the ability to transform herself into a three-headed snake (an avatar of Serpos's power).



IMAGE COURTESY OF DC COMICS



SHADOW BEASTIES

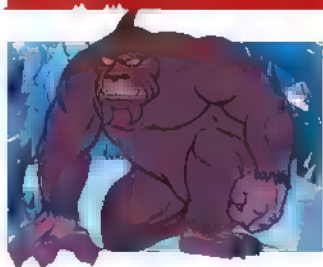


Projecting energy beams

1985 FILMATION POP ANIMATED SERIES

Shadow Weaver's Shadow Beasties resembled rain clouds with piercing red eyes and tentacles. The creatures could project energy beams at their foes.

SHADOW BEASTS



Evil Creature of Darkness

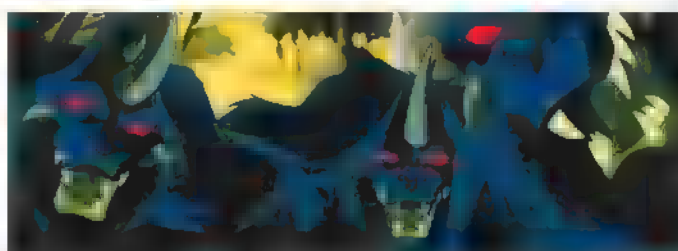
Strength
Agility
Stealth

1983 FILMATION MOTU ANIMATED SERIES

Shadow Beasts were apish animals who lived in many areas throughout Eternia. Fearsome and dangerous, they tended to hunt in packs. One group allied themselves with Beast Man.

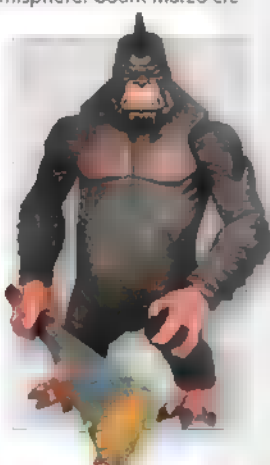
2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES

The MYP series depicted Shadow Beasts as terrifying, gorilla-like monsters with black fur. They traveled fast over land and could jump high but were terrified of the light.



2008 MOTU CLASSICS

The Classics canon mixed the established canons with the Shadow Beasts' backstory and nature. Shadow Beasts were giant, nocturnal ape monsters who lived in tribes throughout Eternia's Dark Hemisphere. Count Marzo created the Shadow Beasts as a weapon against his enemies King Miro and the Elders during the Great Unrest. Miro's sons, Princes Keldor and Randor, drove the Shadow Beasts back to Mount Barathrum. There, a colony of the beasts hid and cultivated a hatred of both humans and Gars. Shadow Beasts were easily manipulated, and their growing numbers soon fell under the control of Beast Man. Unaware that Beast Man's master, Skeletor, was once the very Gar who had driven them into the shadows, the beasts performed acts of evil and mayhem serving the Lord of Destruction. Despite their size, Shadow Beasts were capable of great stealth and could sneak up on their victims in the dark.



SHADOW MASTER



Blending into shadows
Flight

1983 FILMATION MOTU ANIMATED SERIES
Kol Darr's robotic horse steed, Shadow Master, had the power to fly as well as produce a long, sturdy rope from his chest compartment. Most impressively, Shadow

Master could blend with shadows, losing all tangibility and becoming well camouflaged.

SHADOW WING



Flight
Speech
Sorcery

1983 FILMATION MOTU ANIMATED SERIES

Shadow Wing was an ancient dragon enemy of Granamyr. He resembled other green Eternian dragons. Unlike others of his kind, Shadow Wing performed sorcery and had the ability to speak.

SHAGGY FOE

1982 MOTU MINICOMICS

This unnamed purple beast was a feral, ravenous monstrosity. It had shaggy purple fur and a row of spines down its back. The hideous creature also had fearsome fangs and claws with which it could rend the flesh of its victims.



SH'GORA

Mind control
Projecting paralyzing blasts from eyes

1983 FILMATION MOTU ANIMATED SERIES

Sh'Gora was a demon that had watched Eternia for eons, wishing to conquer it. He had a nightmarish red cyclopean appearance and tentacles. He could project blasts from his eyes to paralyze his enemies and control another's mind and body. When unleashed upon Eternia by Skeletor, he was so powerful that the Heroic and Evil Warriors had to team up to defeat him.



SHMINAVITS



1983 FILMATION MOTU ANIMATED SERIES

The Shminavits were an alien race of pink creatures from the ruined planet of Trannis. They communicated in a strange tongue and were easily frightened by strangers.

SHRIEKERS



Flight
Shrieking

1983 FILMATION MOTU ANIMATED SERIES

Appropriately named, Shriekers were colorful bird-like creatures that let out a high-pitched shriek as they attacked their prey. They were highly aggressive, with great strength and sharp teeth.

SIREN FISH



SPECIAL ABILITIES

Siren calls that shatter walls

1986 UK POP COMIC MAGAZINES

The Siren Fish of Etheria lived in the Silver River. Legend told of how they had once been Etheria's human rulers. After reaching a level of supreme peace and contentment, they gave up their human forms and took to Etheria's seas as fish. Their siren-like cry was powerful enough to shatter walls.

Mermista loved to play with the Siren Fish in the Silver River. Many years before, they had sworn an oath of nonviolence, but in helping the Rebels against the Horde, they broke that oath. The Siren Fish went away to consider whether they should honor their oath in the future or help the Rebels in their struggle against the Horde. Mermista waited patiently for her friends' return, confident that they would choose to join the Rebellion as allies.

SKIZ

1987 ITALIAN MAGIC BOY MAGAZINES

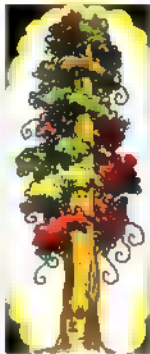
Skiz was the robotic kangaroo pet of the young Priman boy Octavius. Skiz was very friendly and was always seen by Octavius's side.



SKYTREE

SPECIAL ABILITIES

Knowledge of Eternian history



1983 FILMATION MOTU ANIMATED SERIES

Skytree was the only being on Eternia rumored to be older, and perhaps wiser, than Granamyr. The ancient tree claimed the forests of Eternia were born from his seeds. He was the soul of all that was green and good. Skytree was prepared to sacrifice himself to save the life of Man-At-Arms, thanks to recounting a past event where a Man-At-Arms had saved the Forgotten Forest from the Witches of Fire.

SLIME MONSTERS

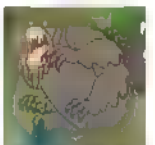
Brute strength

1983 FILMATION MOTU ANIMATED SERIES

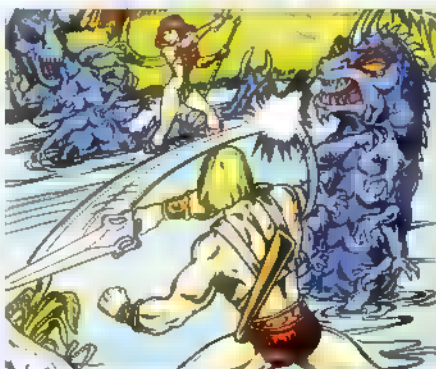
The Slime Monsters were four-armed walking piles of slime that would only appear on Eternia when Darkdream threatened. They were dimwitted and primarily used for their brute strength.

1986 MARVEL STAR MOTU COMICS

In the Marvel Star comics, Skeletor created a Slime Monster from the swamp located near the Three Towers. Though huge and powerful, it was slow moving and slow witted.



SLITHERS



1983 GOLDEN MOTU BOOKS

Slithers were huge, blue-scaled creatures with horns and forked tails. They were native to Eternian swamps.

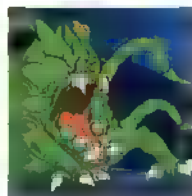
SLARTI

1985 FILMATION POP ANIMATED SERIES

A diminutive, baboon-like evil demon, Slarti was the servant and messenger of Nazghal, whose wrath he often bore.

SLEEPING BEAST

1983 FILMATION MOTU ANIMATED SERIES



Summoned by Shokoti from a tar pool within the House of Darkness, the Sleeping Beast was a truly hideous creature. The green-colored beast

had one bulbous eye, a large mouth full of curving, razor-sharp teeth, and many tentacles with which to ensnare its victims.

SLIZARDS



1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES

Slizards were small Mutant creatures that were a combination of a snake and a rat.

SLOTTOS

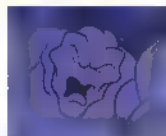
Strength

1983 FILMATION MOTU ANIMATED SERIES

The Slotto was a beast of burden with a face similar to an aardvark. Slottos were often used by the peasants of Eternia to pull carts with heavy loads.

SLUDGE MONSTERS

Strength



1983 FILMATION MOTU ANIMATED SERIES

Brutish and strong, the Sludge Monsters were created by the Enchantress from mud and swamp moss. Though vaguely humanoid, they lacked distinct characteristics.

SLUGODON



1987 GERMAN EHAPA MOTU COMICS

The Slugodon was a giant creature that lived underground on the Island of Terror and had an extraordinarily long tongue. Digging its way to the surface like a mole, the aggressive creature immediately attacked the Defenders of Eternia.

SLUSH

Spitting freezing fluid



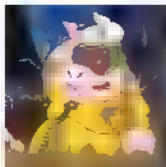
1983 FILMATION MOTU ANIMATED SERIES

The Ice Lord's sidekick Slush was an oversized spider that could produce

■ fluid that would freeze its prey or encase them in a block of ice.

SLYMEPIG

Immunity to Slime Pit slime



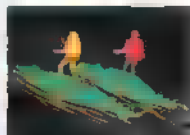
1985 FILMATION POP ANIMATED SERIES

A kindly soul, Slymepig lived in the Slime Pit on Beast Island. Unlike anyone else, he loved the slime and couldn't fathom why no one else did. He was immune to its weakening effects and touted its questionable virtues.

SNAPGATORS

1985 FILMATION POP ANIMATED SERIES

The Snapgators were six-legged crocodilian creatures that populated the swamps surrounding the Horde's zoo on Etheria. They were friendly and happy to help She-Ra.



SNORTERS



1985 FILMATION POP ANIMATED SERIES

Snorters were warthog-like animals that lived on Beast Island. They were territorial but not especially aggressive.

SNOW BEAST

Strength
Projecting freeze ray from mouth

1985 FILMATION MOTU/POP ANIMATED CHRISTMAS SPECIAL

Dwelling in Etheria's frozen wastelands, the Snow Beast was furry and possessed sharp claws and fangs. It had tremendous strength and could fire a freeze ray from its mouth.



SNOW GOOSE



Great Rebellion

Flight

1986 UK POP COMIC MAGAZINES

The Snow Goose was an emissary of Frosta. It would fly to She-Ra if Frosta was ever in need of aid.

SNOW HAWK

Flight

1985 UK WORLD POP ANNUALS

Through the long, cold, dark days of winter in the Kingdom of Snows, the Snow Hawk and the Arctic Fox were Frosta's only companions. The Snow Hawk acted as Frosta's messenger and would bring her news.

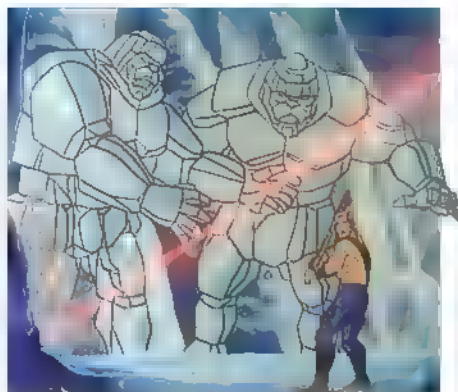
SNOW HOWLERS



1985 FILMATION POP ANIMATED SERIES

Snow Howlers were wolfish beasts from Etheria's Kingdom of the Snows. They had thick fur and unusually large eyes and teeth. Despite their ferocious appearance, Snow Howlers were surprisingly friendly.

SNOW MONSTERS



1990 NEW ADVENTURES OF HE-MAN
ANIMATED SERIES

Snow Monsters were creatures cut from ice by Maxis using his laser goggles.

SNOW SHARK



1986 MOTU
NEWSPAPER STRIPS

The bloodthirsty Snow Shark was similar to a great white shark, but it "swam" through deep snow and was controlled by landir.

Bronzaurs



1983 GOLDEN MOTU BOOKS

Sor-El was the leader of the Bronzaurs who made their home in another dimension. He was friendly with A-Zor.

SORROWFUL

Great Rebellion

Fire-breathing

1985 FILMATION POP ANIMATED SERIES

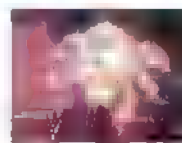
A dragon unlike any other, Sorrowful was gentle, cowardly, and ticklish. He walked on his hind legs and could speak. He learned that friendship gave him the courage he'd sought and became an ally to the Great Rebellion. His ability to breathe fire terrified the Horde.



SPARKLER SPIDERS

1983 FILMATION
MOTU ANIMATED SERIES

Constructed from fireworks and composed entirely of sparks, Skeletor's Sparkler Spiders would rain down from the sky and set fire to anything they came in contact with.



SPIDASAURS



1983 FILMATION MOTU ANIMATED SERIES

Spidasaurs were maroon in color, possessed many tentacles, and resembled lizards. They dwelled within the Sands of Time. They were strong enough to absorb shots from a Scatter Ray.

SPIDER CREATURE



Advanced intelligence
Scientific invention skills
Firing sticky webbing

1986 UK MOTU COMIC MAGAZINES

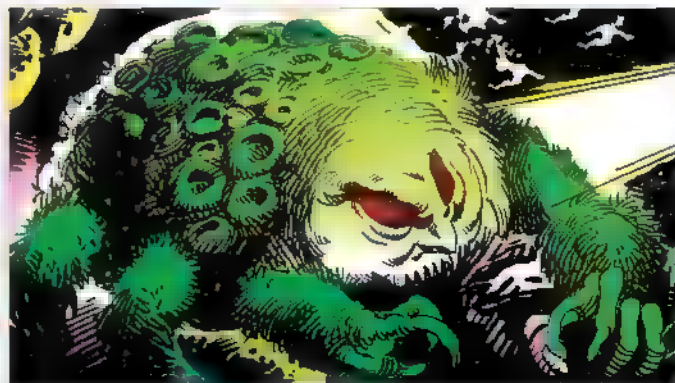
The tyrannical giant Spider Creature was originally a perfectly ordinary, harmless

spider. The spider was experimented on by Man-At-Arms, who attempted to use a Size-Enlargement Ray on the creature, but after the experiment failed, he set the spider free. The spider walked into the woods, where it was found by the Horde and subjected to an experiment by Hordak, who placed it in a machine intended to boost the intelligence of animals. This experiment also failed, and Hordak set the spider free. By pure chance, the spider passed by a battle between Skeletor and Stratos and was hit by one of Skeletor's magical bolts. The combination of the effects of Man-At-Arms' Size-Enlargement Ray and Hordak's Mind-Beam, together with Skeletor's magical bolt, led to a remarkable transformation, bringing about the intended effects of both the failed experiments and causing the spider to grow to giant size and increase in intelligence.

The spider became obsessed with power and transmitted its thoughts to the smaller spiders of its race, intent on using them as a spider army to conquer Eternia for itself. With its considerably boosted intelligence, the spider put together a machine to increase the size and intelligence of all the smaller spiders, making them as large and intelligent as itself. The spider sent its army to capture the Heroic Warriors, and they succeeded in overpowering several

of them, trapping them in their webbing. However, once they had done this, the Spider Army became as power hungry as their leader and turned on him, trapping him in their own webbing and declaring they would take over Eternia themselves.

Just as Eternia was faced with an invasion of giant spiders, He-Man forced the lead spider to show him how its machine worked, and he used a Mind Crystal to cancel out the previous effects of the machine and return the Spider Army to normal size. The lead spider was clearly too dangerous to remain on Eternia, so the intergalactic law enforcement arrived on the planet and took the spider to the Prisonstar. Once he had served his time there, he would be set free on a different world. Still intent on total destruction, the spider vowed to return someday and achieve his goal of conquering Eternia.



SPIDER OF CRYSTAL



Encasing anything in crystal

1985 FILMATION POP ANIMATED SERIES

The monstrous Spider of Crystal came to Etheria long ago. The trolls of Spikeheart managed to seal it within a mountain. Huge and powerful, it could not be defeated with brute force alone. It could encase anything within a shell of crystal.

SPINDEER



1983 FILMATION MOTU ANIMATED SERIES

The Spindeer was a brown, elk-like animal with large antlers. It had a distinctive cry.

SPIRIT

Swift Wind

Great Rebellion

Transformation into Swift Wind

1985 FILMATION POP ANIMATED SERIES

Spirit was Adora's horse from her days as a member of the Evil Horde. When Adora became She-Ra, Spirit transformed into the winged horse Swift Wind. Spirit and Adora shared a special bond. Even before Spirit gained the ability to speak, Adora often spoke to him and treated him like a friend. She never saw him as a mere horse.



SPY-BATS

Reconnaissance
Flight

1983 GOLDEN MOTU BOOKS

The robotic Spy-Bats were used by Skeletor to spy on his enemies. He could see everything they saw within a magical pool at Snake Mountain.

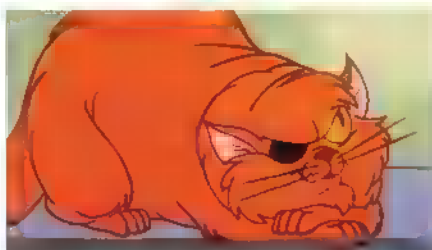
SQUABBITS

1985 FILMATION POP ANIMATED SERIES

Squabbits were Etherian creatures similar to rabbits but possessing long tails. They always appeared to be tired.



SQUALL



1985 FILMATION POP ANIMATED SERIES

Squall was Admiral Scurvy's spoiled orange cat. He had a patch over one eye, much like his dotting master.

SQUIGILLA



1983 FILMATION MOTU ANIMATED SERIES

The Squigilla was an animal captured by Baron Grod. Though it was similar to a gorilla, it had tentacle arms and a beak.

SQUINK



1983 FILMATION MOTU ANIMATED SERIES

The Squink was a blue, ball-shaped creature with legs and a head. Good natured and playful, Squink also made chirping sounds.

STAR TREE

Ultimate power

2008 MOTU CLASSICS

The Star Tree was grown from the liquefied energies gleaned from the Power of the Universe by the Overlords of the Timeless Dimension. They built the Temple of Power around the tree to keep it and the Aura of the Gods safe. The Gods of the Multiverse hid their power inside the Starseed on Eternia, which they had collected from the Star Tree. The tree would eventually die, requiring a new one to be grown on another world.

He-Man and Skeletor each absorbed some of the Star Tree's power during their climactic final battle at the Temple of Power on Trolla.

STARDUGS



1984 GERMAN MOTU AUDIO PLAYS

The Starbugs were sheepdog-sized insects with diamond-like backs. They were beloved pets of Zodac but dangerous to anyone else, as they attacked with their pincers.

STARR WIND



1985 FILMATION POP ANIMATED SERIES

Starr Wind was Swift Wind's mate. She was passive yet brave. She eventually gave birth to their colt.

STELLERPHANTS

STELLERPHANTS

1987 POWER TOUR

Stellerphants were said to be the largest animals on Eternia. They were similar to elephants, but much larger.

STIGANORS


1986 MOTU
NEWSPAPER STRIPS

Somewhat akin to a prehistoric woolly rhinoceros, Stiganors had shaggy fur and stubby horns on their rhinoceros-like heads.

STORM



Evil Horde

Flight



1985 POP MINICOMICS

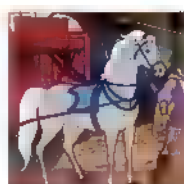
Storm was Catra's unpleasant white horse. His nasty disposition matched that of his mistress.

1985 GOLDEN POP BOOKS

In the Golden books, Storm was portrayed as a black stallion and the archnemesis of Swift Wind.



STORMCLOUD


1985 FILMATION POP
ANIMATED SERIES

Stormcloud was Prince Orwall's brave steed. The gray and white horse clandestinely delivered goods to the Great Rebellion.

STYGIAN SERPENT


1986 MOTU
NEWSPAPER STRIPS

The Stygian Serpent was a large, aggressive water snake lurking in the Fragmented Forest.

STYRAX

Evil Horde

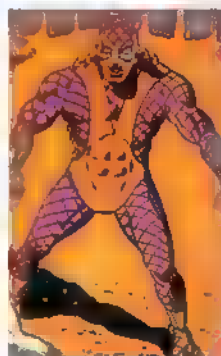
Flight

1985 FILMATION POP
ANIMATED SERIES

Styrax was Shadow Weaver's messenger bird. It had green feathers and a prominent blue beak.



SUN DEMON


1986 UK MOTU
COMIC MAGAZINES

The Sun Demon was an ancient, evil demon that drew its powers from the Lost Stone of Kiltor, which powered the demon by absorbing the sun's rays. The Sun Demon possessed incredible strength that rivaled that of He-Man. However,

when the Lost Stone of Kiltor was shaded from the sunlight, the demon's powers would weaken. He-Man defeated the Sun Demon by casting the stone into a hole beneath the ground, causing the demon to fade.

SWAMP BATS

Flight

1985 FILMATION
MOTU ANIMATED SERIES

Dwelling deep within the Eternian jungles, Swamp Bats were bat creatures which stood on their hind legs and could fly at great speed.



SWAMP BEAST

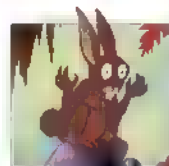

1986 UK MOTU
COMIC MAGAZINES

The Swamp Beast was awakened by Orko during a magic test he had to pass to prove his worth as a magician.

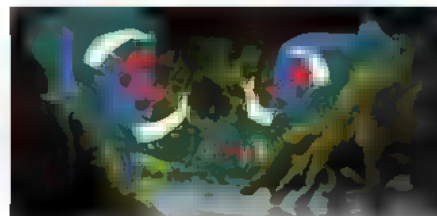
SWAMP HOPPERS (I)

1983 FILMATION MOTU
ANIMATED SERIES

The Swamp Hoppers from Eternia's ancient past were similar to rabbits with large, bulbous eyes.



SWAMP HOPPERS (II)


2002 MIKE YOUNG PRODUCTIONS MOTU
ANIMATED SERIES

Swamp Hoppers were large creatures with fangs, red eyes, spiked tails, and frog tongues. They resided at Eternia's Tar Swamp.

SWAMP OCTOPUS



Strength

1983 GOLDEN MOTU BOOKS

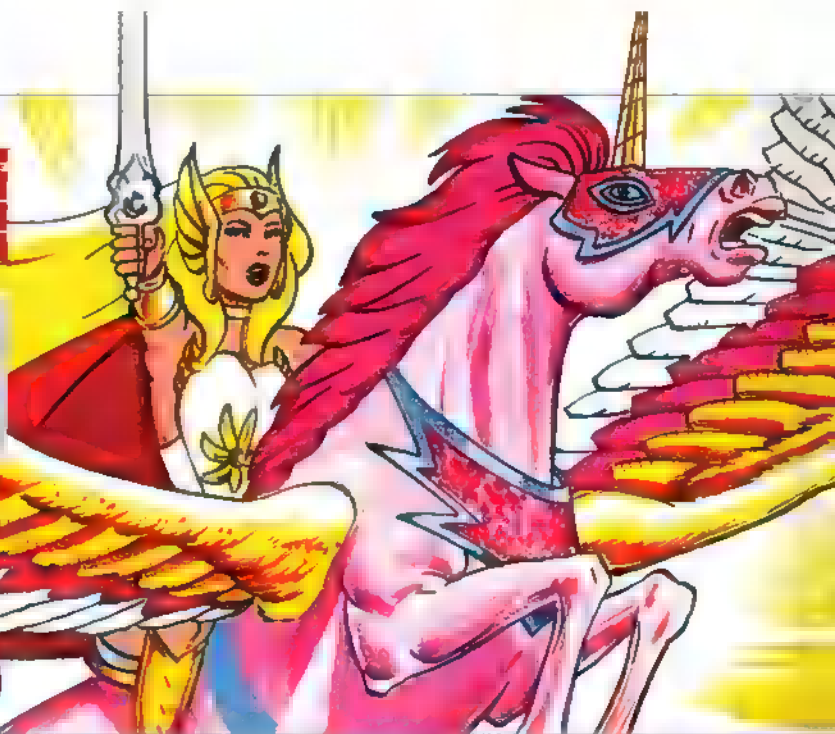
The large brown Swamp Octopus lived in the swamplands where the Harmony Sea had once been.

SWIFT WIND

Spirit

Flight
Speech

Great Rebellion



1985 FILMATION POP ANIMATED SERIES

Swift Wind first appeared when She-Ra, imbued with the Power of Grayskull, inadvertently triggered her horse Spirit's transformation. Thenceforth, when Adora became She-Ra, she could transform Spirit into Swift Wind.

A powerful winged unicorn, Swift Wind could speak and carry She-Ra across the skies and through Etheria. Unlike Cringer's personality as Battle Cat, Swift Wind was not greatly different from his alter ego. He shared

a deep and mutual trust with his mistress and preferred peace and compromise to violent action.

1985 POP MINICOMICS

Spirit and Swift Wind underwent an additional transformation when Adora traveled to the Crystal World. There, Spirit became a horse of living crystal, and his alter ego, when transformed, was likewise crystalline. He appeared remain in this form even after they returned to Etheria.



IMAGE COURTESY OF DC COMICS

1986 GERMAN POP AUDIO PLAYS

In the German audio plays, neither Swift Wind nor Spirit possessed the ability to talk.

2008 MOTU CLASSICS

Consistent with other media, the Classics canon added that Swift Wind accompanied She-Ra to Eternia and participated in the Second Ultimate Battleground.

2012 DC MOTU COMICS

Adora rescued a flying steed from the Horde on Eternia. The steed flew off with its brethren but returned to help Adora. The steed remained at her side after that. Unlike the other versions, Swift Wind remained a flying horse and never spoke. When Eternia was freed, Swift Wind accompanied She-Ra to Etheria.

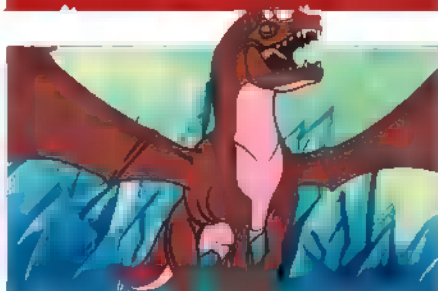
SWIFT WIND'S BABY

1985 FILMATION POP ANIMATED SERIES

Swift Wind's baby was born on Beast Island while his mate, Starr Wind, was a captive of the Evil Horde. Initially, not having been born on Unicorn Island, the animal had the appearance of a normal horse. She-Ra used the Power of Grayskull to transform Swift Wind's baby into a flying unicorn. The animal had golden skin, dark brown hair, and white wings.



TAKDRYLS



Flight
Strength

1983 FILMATION MOTU ANIMATED SERIES
Takdryls were muscular maroon flying beasts with the features of both dragons and horses.

TALGOTH

Power draining



1983 FILMATION MOTU ANIMATED SERIES
The Talgoth was a large blue beast in the Evergreen Forest with an elongated head, two noses, and a large mouth with a single tooth. It could drain the powers of those with which it came in contact.

TALON

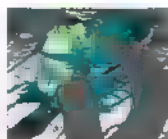


Great Rebellion

Sonic shrieks

1986 UK POP COMIC MAGAZINES
Talon was the faithful pet of the Crimson Fury, the desert rebel who patrolled and defended Etheria's Crimson Wastes. Talon was a large hawk named for his talons, which he used in battle. His powerful sonic shrieks could shatter the Sand Devils of the desert.

TANGLE TREES



1983 FILMATION MOTU ANIMATED SERIES
Indigenous to Eternia's Old Vine Jungle, Tangle Trees were tall trees with many large, flexible branches.

Once caught within the boughs of a Tangle Tree, one would have a difficult time escaping.

TARGOZ THE TERRIBLE



1986 UK MOTU COMIC MAGAZINES
Targoz the Terrible was a decent-hearted and harmless demon from the Netherworld. He had built a reputation for being an evil demon, but it was just an act. In truth, he had been suffering from the Frightful Flu for fifteen thousand years. Targoz was hopeful that, if he took it easy, the flu might abate in the next few centuries. He pretended to be evil as a means to stay out of trouble.

TERROR TERRIERS



Evil Horde

Pursuit

1985 FILMATION POP ANIMATED SERIES
The Horde's Terror Terriers were robotic, dog-like creatures with orange eyes. They relentlessly pursued their prey without tiring.

THERMAL MONSTER

Projecting magma blasts from hands
Strength

1988 BRAZILIAN EDITORA ABRIL POP COMICS

The Thermal Monster was a very large, muscular creature with horns and a body apparently made of stone. It could fire magma blasts from its hands and was extremely destructive. It had laid waste to the kingdom of Tronar before being imprisoned in another dimension.



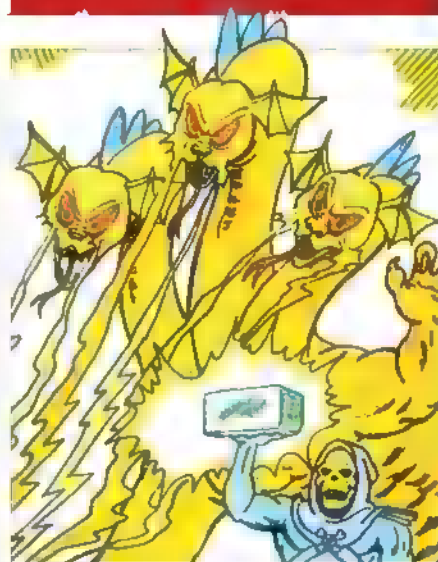
THREE-HEADED BATS

Flight

1983 GOLDEN MOTU BOOKS
Three-Headed Bats were, unsurprisingly, hideous bats with three heads.



THREE-HEADED DEMON



1986 BRAZILIAN EDITORA ABRIL MOTU COMICS
The Three-Headed Demon was a horrific beast and ancient enemy of Granamyr. The unspeakably evil and powerful creature had been banished by Granamyr eons ago. It was summoned by Skeletor in a bid to imprison Granamyr and steal the dragon's powers.

THUNDER BEAST

Firing lightning bolts

1986 UK POP COMIC MAGAZINES

The Thunder Beast was a cave-dwelling creature that could fire deadly lightning bolts at its prey. The young Rock Creature Roc was expected to go into the Thunder Beast's lair as one of three tests to prove his worthiness of adulthood.



THUNDER HORSE

Intelligence
Speed

1983 LADYBIRD MOTU BOOKS

Thunder Horse was a powerful horse with the mind of a man, combined with a horse's natural skittishness. He had a long-standing alliance and friendship with He-Man and was happy to help him, but he refused to go near Battle Cat due to his instinctual fear of tigers.



THUNDER LIZARDS

Speed

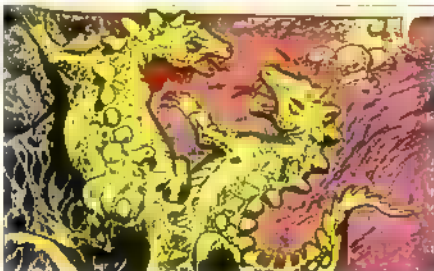
1983 FILMATION MOTU ANIMATED SERIES

The goblins rode green Thunder Lizards into battle. Despite their size, they moved incredibly fast.



1986 MOTU NEWSPAPER STRIPS

The newspaper strips depicted Thunder Lizards as enormous, iguana-like reptiles under the control of King Hiss.



TICKLETRAP



1983 FILMATION MOTU ANIMATED SERIES

The Tickletrap was a type of plant in the Old Vine Jungle with a lengthy tentacle to ensnare its prey and a mouth to devour it. When attacked, it would spray a liquid that was harmful to humans. If tickled, the plant would release its grip.

TIGER-WOLF



1983 FILMATION MOTU ANIMATED SERIES

Tiger-Wolf was Gledil's faithful pet and companion. It had the ability to converse with Cringer.

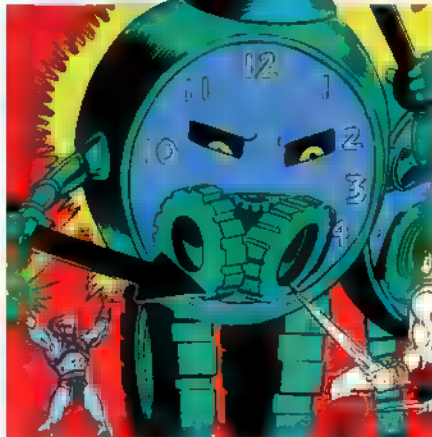
TIMBER BUGS

1983 FILMATION MOTU ANIMATED SERIES

Timber Bugs were gray-shelled, pink-legged insects. Using their large jaws, Timber Bugs devoured many kinds of wood.



TIME DEMONS



1983 MOTU MINICOMICS

Time Demons were giant, clock-shaped monsters. When they grasped a victim in their clutches, the unfortunate victim would be trapped forever in time.

TITAN



1984 GERMAN INTERPART-CONDOR MOTU COMICS

The Titan was a gigantic, horned creature living on one of the asteroids orbiting Antiworld.

TRACKER



Space Pirates

Tracking

1983 FILMATION MOTU ANIMATED SERIES

In service to the Space Pirates, the Tracker was an extremely large creature with a long tail and horn. With its elephant-like trunk, it could track the scent of its target.

TRALIH THE DEADLY BEAST



1986 BRAZILIAN EDITORA ABRIL MOTU COMICS

Tralih was a large green monster with small facial tentacles and black eyes. The violent creature was trapped in ice within Snake Mountain until Skeletor and Evil-Lyn

freed it. Skeletor commanded the monster to attack He-Man, and the highly aggressive beast wasted little time in obeying Skeletor's orders.

TREE OF DYING TIME

Avionians

Protection



1984 GERMAN MOTU AUDIO PLAYS

The Tree of Dying Time, located in Avion, had branches representing all seasons: one bore green leaves, another yellow, a third red, and the last, none at all. The tree's magic protected Avion from the Invisible Gnomes, preventing them from entering the city.

The magic of the Tree of Dying Time was compromised when Skeletor broke off one of its branches, but the tree eventually healed.

TREE SQUIDS



1983 FILMATION MOTU ANIMATED SERIES
Tree Squids were native to Trolla. They lived in the hollows of trees and would grab their prey with their tentacles and pull them toward the tree.

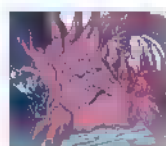
TREEFURS

1985 FILMATION POP ANIMATED SERIES

Treefurs were small, beaver-like woodland creatures with long tails and a great deal of fur. They would leap rather than walk.



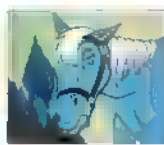
TREMAN



1983 FILMATION MOTU ANIMATED SERIES

Treman was a cranky old tree that lived somewhere in Eternia's jungles. He wanted little more than to sleep. His facial features were worked into his trunk, and his roots and branches served him like arms.

TRUE BLUE



1985 FILMATION POP ANIMATED SERIES

True Blue was Frit's faithful steed who, like his master, was in his twilight years and had seen better days. When he was captured by the Horde, he was forced to walk on a Horde treadmill device which seemed to power a furnace with a smokestack.

TURBODACTYL

Flight

1983 MOTU MINICOMICS

Turbodactyl was a huge pterodactyl with cybernetic jets under its wings, as well as large claws and a sharp beak. It could be ridden as a mount.



TRIVIA: In the minicomic *The Powers of Grayskull: The Legend Begins*, Skeletor was depicted riding Turbodactyl, despite the fact that the book described it as heroic and showed He-Man on its back. The comic referred to Turbodactyl as simply "Pterodactyl."



1986 UK MOTU COMIC MAGAZINES

In the UK comics, the heroic cyborg Turbodactyl was intelligent and displayed the ability to read thoughts. It was particularly fond of Moss Man, perhaps due to its love of plants.

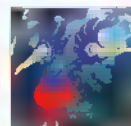
2008 MOTU CLASSICS

As one of the cyborg dinosaurs, the Turbodactyl was created by contamination with the Techno-Organic Virus that had infected Ro. During the Great Wars, Turbodactyl served the wizard He-Man as his flying steed. It fought alongside He-Man and others during the First Ultimate Battleground. After He-Man's death, the Turbodactyl was magically preserved inside Castle Grayskull.



TWO-HEADED RED-BREASTED GRILLIX

Flight



1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES

The Two-Headed Red-Breasted Grillix was a species of bird native to Primus.

TYRANTISAURUS REX

Warsaur

1983 MOTU MINICOMICS

Known as the most terrifying dinosaur in Preternia, the Tyrantisaurs Rex was a cyborg resembling a T. rex. Aside from its sharp claws, the dinosaur was equipped with a cybernetic gun mount on its right shoulder and a dyna-drone that could burst from its belly and knock over enemies. Tyrantisaurs Rex was ridden by King Hiss into battle.



1986 UK MOTU COMIC MAGAZINES

In the UK comics, the Tyrantisaurs Rex was one of an army of evil cyborg dinosaurs known as Warsaurs employed by the Snake Men in Eternia's ancient past.



2008 MOTU CLASSICS

The purple cyborg dinosaur Tyrantisaurs Rex was King Hiss's primary steed during the Great Wars and the First Ultimate Battleground.



TYROSAUR



Flight

1985 FILMATION POP ANIMATED SERIES

The Tyrosaur was a dragon-like creature with an enormous wingspan and orange eyes that dwelled on Beast Island.

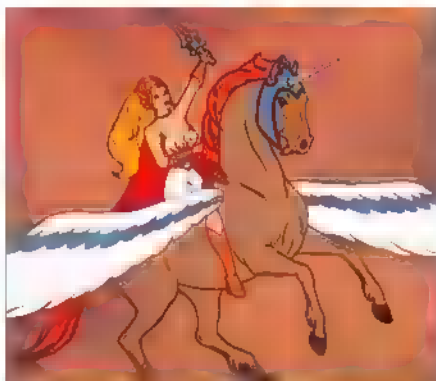
ULTRA 5 BRAHMAN BULLS

1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES

Ultra 5 Brahman Bulls were very large and very strong bulls with black fur and huge horns.



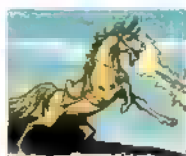
UNICORN KING



1985 FILMATION POP ANIMATED SERIES

On the fabled Unicorn Island, the Unicorn King was the greatly respected leader of his species. He wore a prominent headpiece and had light brown skin, an orange mane, and blue-and-white wings. The Unicorn King was largely untrusting of humans, having witnessed their cruelty. After sharing an adventure with She-Ra, he learned to trust humans once more and became an ally to the Princess of Power.

UNICORNS



1982 MOTU MINICOMICS

In the earliest minicomics, Teela was portrayed as having a "snow white" unicorn charger, though it was golden colored in the illustrations. It was fiercely loyal to its mistress.

1983 FILMATION MOTU ANIMATED SERIES

In the Filmation MOTU series, the last unicorn on Eternia was white with a gray mane and lived in the Whispering Valley. It had a long pink horn.



1983 ITALIAN PIÙ MAGAZINES

Teela's magnificent golden unicorn was featured in the Italian Più comics.

1984 UK WORLD MOTU ANNUALS

In the World annuals, all the unicorns of Eternia were killed long in the past during King Hiss's initial reign, save one. That one was shrunk and preserved in a bottle. When Skeletor found and attempted to tame the beast, He-Man rescued it. Shrinking it again, He-Man placed the unicorn in a glass case until the day Skeletor was defeated once and for all.

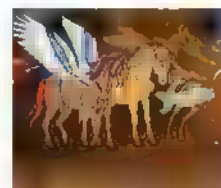


1984 GERMAN MOTU AUDIO PLAYS

In the German audio plays, unicorns were common throughout Eternia and were often used as transportation. Teela was said to have the most beautiful unicorn that any had ever seen.

1985 FILMATION POP ANIMATED SERIES

In the Filmation POP series, the flying unicorns of Etheria resided on Unicorn Island and were long thought to be a myth. Much like Swift Wind, they possessed colorful wings and horns. Unlike She-Ra's steed, however, they were mistrustful of humans. The king of the unicorns on Unicorn Island was especially mistrusting of humans. He had a change of heart after working with She-Ra.



UNILOPES



2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES

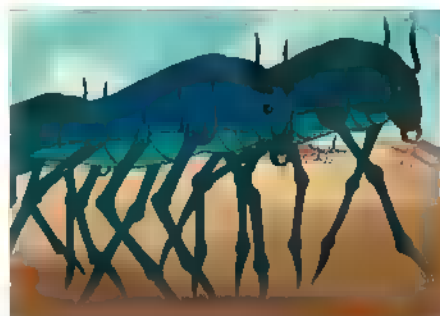
Unilopes were gargantuan but docile cow-like creatures with a highly sensitive sense of smell, herded near the Royal Palace of Eternos. They towered over trees and had horns on their heads and legs.

VOGELS

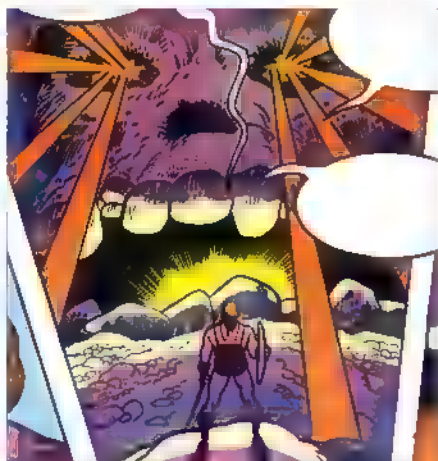
Projecting lasers from antennae

1983 FILMATION MOTU ANIMATED SERIES

Vogels were green insects with six long legs that dwelled within the Sands of Time, usually in groups. They could project laser beams from their antennae.



WALKING MOUNTAIN

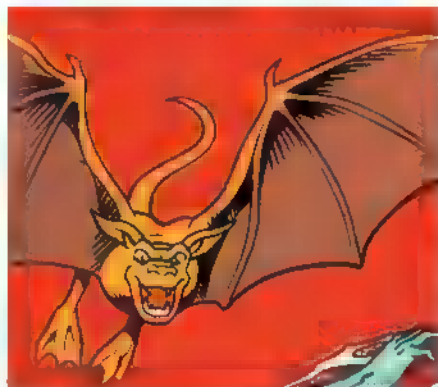


Sorcery

1984 GERMAN INTERPART-CONDOR
MOTU COMICS

The Walking Mountain was a large, sentient rock shaped like a monstrous, horned skull. When Castle Grayskull's energies went out of control due to an unknown danger and caused He-Man's powers to fade, Zoar brought him to the mountain. The Walking Mountain allowed He-Man to enter through his large maw. There, he revealed an image of a negative He-Man doppelgänger created by the powers drained from He-Man. After revealing who He-Man's opponent would be, the Walking Mountain spat out the champion of Eternia.

WEB-FOOTED BATS



1987 ITALIAN MAGIC BOY MAGAZINES

Web-Footed Bats were vicious flying creatures that inhabited the swampy areas on the planet Denebria. Their high-pitched sonic screeches caused intense pain to those they attacked.

WERE-BEAST



1986 UK MOTU COMIC MAGAZINES

The Were-Beast guarded the Power-Drainer machine in Polk's floating base.

WEST-STAR HORSES

1990 NEW ADVENTURES OF HE-MAN
ANIMATED SERIES

The horses on West-Star were gleaming silver robotic creations. They resided in the stables with the organic animals.

WHISPER SPIDERS

1986 GERMAN POP AUDIO PLAYS

Whisper Spiders were poisonous Etherian spiders.

WHITE FANGS



1985 FILMATION POP ANIMATED SERIES

The White Fangs were a pack of large, wolf-like animals that cared for Princess Allegra when she was washed up on shore during a storm. Aala was the most prominent of the White Fangs, referred to as Princess Allegra's "sister."

WHITEY



1985 FILMATION POP ANIMATED SERIES

Whitey was a horse owned by Jason, a young Etherian boy.

WINGED CATS



Evil Horde

Flight

1985 UK WORLD POP ANNUALS

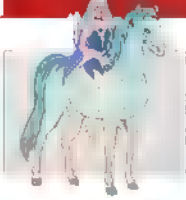
The Winged Cats were wild cats with white wings under Catra's control. They served as her spies.

WINGED HORSES

Flight

1983 FILMATION MOTU
ANIMATED SERIES

The Winged Horses were a rare and fun-spirited breed of blue horses on Eternia. They spent as much time in the air as on the ground.

WINTER

1985 FILMATION POP ANIMATED SERIES

The rarely seen Winter was a blue horse and Frosta's steed.

WOLF BATS

1983 FILMATION MOTU ANIMATED SERIES

Large bat creatures with the heads of wolves, Wolf Bats attacked in packs and were incredibly vicious. Although they possessed large bat wings and tails, certain breeds of Wolf Bats did not have any legs. The larger breed of Wolf Bats did have legs as well as a more expansive wingspan.

WORBLE

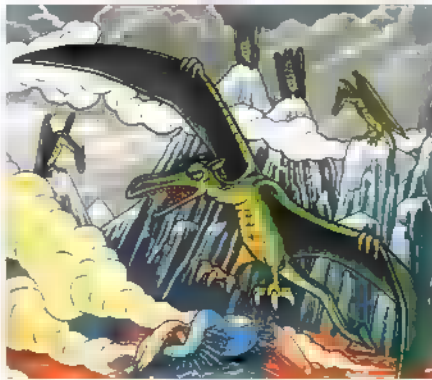
1985 FILMATION POP ANIMATED SERIES

The Worble was a creature living on Beast Island that appeared to be a living rock with an enormous, nightmarish mouth.

**WOUND GIVER**

1986 MOTU NEWSPAPER STRIPS

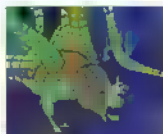
The Wound Giver was a deadly, venomous, man-eating plant on the planet of Naxos.

WYVERNS

Flight

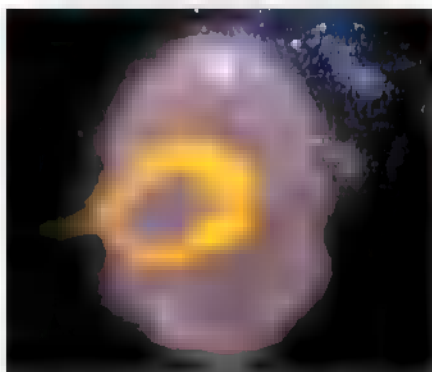
1983 LADYBIRD MOTU BOOKS

Wyverns were winged reptilian creatures in the service of Skeletor. They possessed sharp talons and beaks lined with teeth.

YOG

1983 FILMATION MOTU ANIMATED SERIES

Yog was a green, lizard-like monster with a hard shell, tentacles, arms, and a tail that terrorized the people of Tahryn. When not subdued by Celice's singing, it wrought great destruction.

ZAGRAZ'S COMETS

1983 FILMATION MOTU ANIMATED SERIES

Residing at Zagraz Mountain, Zagraz's Comets appeared to be living creatures with their own personalities and temperaments. Zagraz treated them, to a degree, like pets, but the comets were capable of great destruction when left unattended. The most notable of all the comets was Doodles, a small, beach ball-sized comet.

ZARK

1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES

Zark was a two-headed, dragon-like creature who served as a henchman to Maxis the Invincible. Its two heads often argued with one another.

**ZEEB APE**

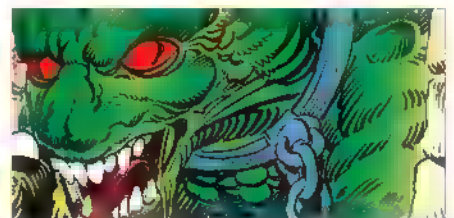
1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES

A Zeeb Ape was a dimwitted Denebrian primate.

ZEK-SECT

1986 UK MOTU COMIC MAGAZINES

The Zek-Sect was a small, reptile-insect hybrid that skulked around the streets of Eternos City. If rolled over onto its back, it was helpless and unable to get back onto its feet.

ZERGOID

1986 UK MOTU COMIC MAGAZINES

The Zergoid was a gigantic, ferocious beast that inhabited pre-Eternia. The reptile creatures of pre-Eternia kept a trained Zergoid in their kingdom, which would be unleashed upon intruders in times of emergency.

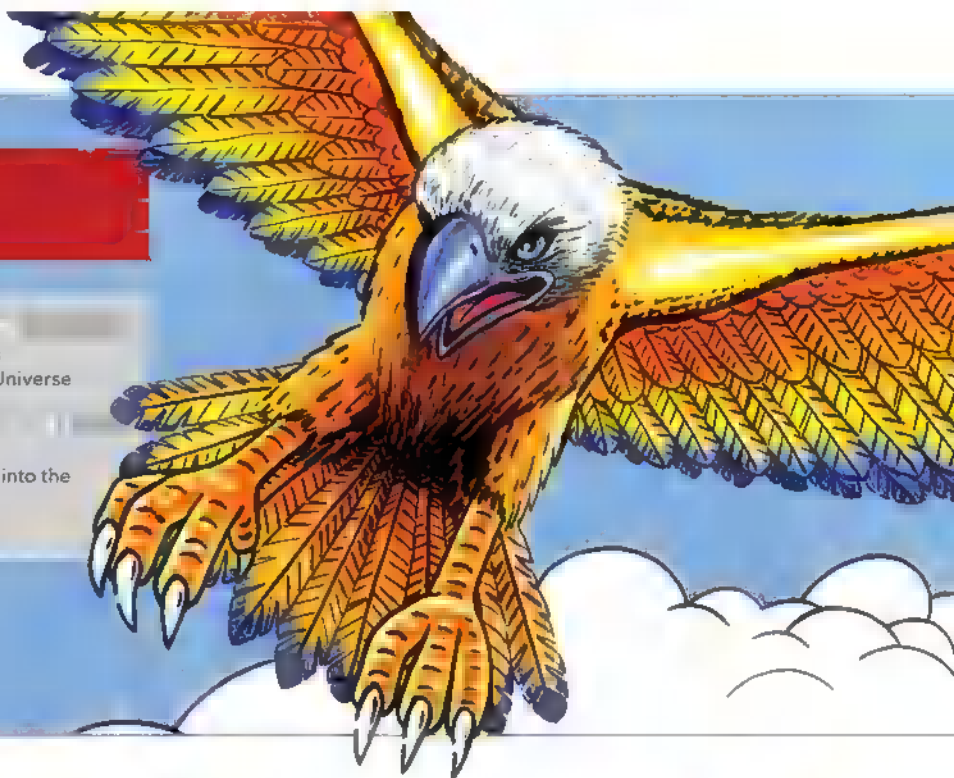
ZOAR

Fighting Falcon
Falcon of Force
Battle Bird

The Sorceress

Heroic Warriors
Masters of the Universe

Flight
Transformation into the
Sorceress
Telepathy



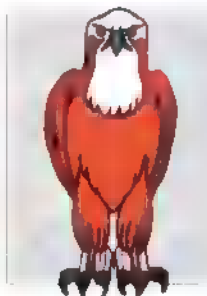
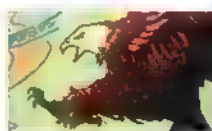
1982 DC MOTU MINICOMICS

The fighting falcon called Zorak was a fierce and heroic ally to He-Man and aided him in times of need. Zorak had red plumage and wore bronze or silver armor. He also carried two missiles on either side of his armor. The warrior falcon was capable of speech and could verbally communicate with He-Man and others.

TRIVIA: Later minicomics depicted Zorak as the falcon form of the Sorceress to match her depiction in the filmation cartoons. However, the early minicomics version of Zorak was male and not an incarnation of the Sorceress.

1982 DC MOTU COMICS

In the DC comics, Zorak was the messenger and ally of the Goddess. When danger threatened Eternia, Zorak sought out and alerted Prince Adam. Zorak possessed various magical abilities that manifested in battle.



1983 FILMATION MOTU ANIMATED SERIES

In the Filmation series, Zorak was the Sorceress's orange, blue, and white falcon form and the only way she was allowed to leave Castle Grayskull. As Zorak, she could telepathically communicate with the heroes, teleport, project beams of energy from her eyes, and perform other feats of sorcery.

Only a few of the Heroic Warriors were aware of the Sorceress's dual identity.

1983 KID STUFF MOTU RECORDS

In the Kid Stuff records, Zorak was an enormous falcon mount ridden by Man-At-Arms with a wingspan of more than twenty yards.



1986 UK MOTU COMIC MAGAZINES

In the UK comics, the Sorceress scouted across Eternia as Zorak and sprang surprise attacks on the Evil Warriors, who were unaware of her dual identity.

2012 DC MOTU COMICS

In the 2012 DC comics, Zorak was the primordial Eternian aspect of the Goddess, whom the Eternians worshiped as the mother of all creation and saw in their own image. To the Eternians, Zorak was the great preserver, and they felt that her light would shine through the universe for eternity. Zorak was represented by a falcon, which was the symbol of Rantor's kingdom, as well as the Power of Grayskull.

The Sorceress of Zorak, Teela Na, had the ability to transform herself into a falcon (an avatar of Zorak's power). She transformed into a falcon throughout the series, including at the end of the Eternity War.

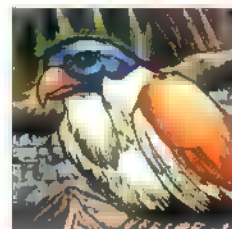


IMAGE COURTESY OF DC COMICS



ZRAKEL

1986 BRAZILIAN EDITORA ABRIL MOTU COMICS

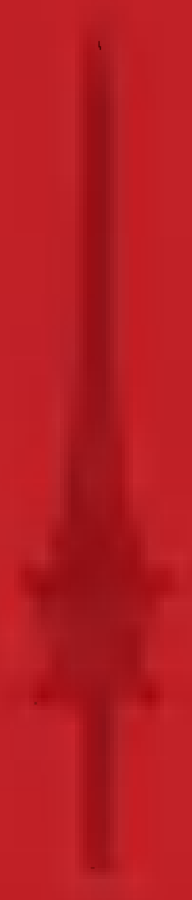
The Zrakel was a vicious beast that inhabited the planet Zal-Kron. It was a large, aggressive monster with black eyes, a purplish-gray hide, and a large horn protruding from the middle of its forehead.



CHAPTER 3

FACTIONS, ORGANIZATIONS,
SPECIES & RACES

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ALIEN FILMMAKERS



Filmmaking

1986 UK MOTU COMIC MAGAZINES

While making a winter visit to the Sorceress in Castle Grayskull, He-Man and Ram Man were shocked to see an alien spacecraft land right before Grayskull, from which alien creatures emerged with what appeared to be dangerous weapons. They set up what looked like a cannon and advanced light weapons to aim directly at the castle, while a strong force field emanating from their ship held He-Man and Ram Man away from their operation. He-Man was convinced the aliens were mounting a deadly assault but became confused when one of the aliens gave an arm signal, and the others—some of whom were wearing strange masks and costumes—began to fight among themselves. After their fight,

the whole crew of aliens simply dismantled their equipment, removed their costumes, returned to their ship, and left Eternia. The Sorceress looked into the situation and reported back to He-Man that there had been no need to panic—the aliens were not invaders at all but filmmakers and actors from another world. The “cannon” was in fact a camera, and the “light weapons” were the lights they needed for their shooting—they were just highly advanced aliens using Castle Grayskull as a filming location!

ALIENS (I)

1986 UK MOTU COMIC MAGAZINES

These two aliens from an unknown planet arrived on Eternia to take part in Skeletor's Championship Games. Skeletor had sent a call out across the universe for evil warriors to come to Eternia and take part in the games, which were intended to find an evil champion who would be able to defeat He-Man. Unfortunately for Skeletor, the aliens



were captured by the Heroic Warriors before they could reach Snake Mountain, and He-Man and Fisto donned their armor, themselves entering the games posing under the guise of aliens.

ALIENS (II)

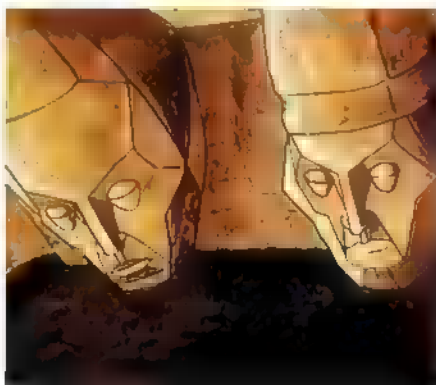


1986 UK MOTU COMIC MAGAZINES

These two aliens from opposing armies came from a distant, technologically advanced planet that was engaged in a seemingly

never-ending war. Desperate to bring their war to an end, the two aliens traveled to Eternia, where they captured both He-Man and Skeletor and pitted them against one another in a race. The two aliens placed bets on either He-Man or Skeletor, with the agreement that whichever side won the race would decide which side won the war on the aliens' home world. In return, the aliens would give the winner of the race the Cosmic Bomb, which would allow them to rule Eternia single-handedly.

ANCIENT ONES



TRIVIA: It is unclear if “the Ancient Ones” was simply another name for what most canons referred to as the Council of Elders.

Sorcery Knowledge

1983 FILMATION MOTU ANIMATED SERIES

The Ancient Ones were beings who lived in the City of the Ancients during Eternia's ancient past. Demos and Tyrella were among their number, and their magic and personalities had been stored in the Masks of Power.

1983 GOLDEN MOTU BOOKS

The Golden books stated that the Ancient Ones were the ruling body upon Eternia. They stored all they knew about the universe in the Vault of Knowledge at Castle Grayskull.

SEE ALSO: ANCIENTS COUNCIL OF ELDERS

AMTERS

1986 UK MOTU COMIC MAGAZINES

The Amters were a magical race of people who loved to hear and read stories. They traversed the universe in a ship of light seeking new tales. Whenever a planet became old enough for its stories to be told, they would give it Dream-Dust to help its people tell happy tales. The Amters arrived on Eternia when they nearly exhausted their supply of Dream-Dust and energy for their light ship. They sensed the source of magical powers within Castle Grayskull. Needing to absorb a small portion of Grayskull's magic energy to recharge, the Amters began to transfer some of Castle Grayskull's power. They temporarily brought fantasy characters to life from Prince Adam's book of Earth fairy tales. When the Amters absorbed enough energy, they returned to the stars to continue spreading stories throughout the universe.

ANCIENTS



Sorcery

1983 MOTU MINICOMICS

The Ancients were extremely powerful beings who existed on Eternia eons before He-Man's day. Modern Eternians used the exclamation “By the Ancients!” Little was known about them, though they wielded incredibly powerful magic. It was the Ancients who sank the Three Towers of Eternia deep into the ground many millennia in the past.

TRIVIA: It was unclear whether the Ancients and the Elders were separate groups or two names for a single group.

2002 MVCREATIONS MOTU COMICS

In the MVC comics, the Ancients were composed of at least six individuals responsible for the creation of the Shakarran Crystal.

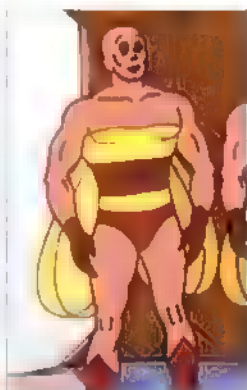
ANDREENIDS



IMAGE COURTESY OF DC COMICS

Bee People

Flight



1983 FILMATION MOTU ANIMATED SERIES

A race of human-bee hybrid people, the Bee People worked with honey and had discovered the magical healing properties of pollen. They maintained friendly relations with the Royal Palace and the Heroic Warriors. Buzz-Off was the most notable of their race.

2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES

The MYP series said the Bee People were the Andreenids, a race living in the honeycombed city of Andreenos, deep in the Mystic Mountains. Ruled by Queen Andreeno, they defended their home with large stores of

weapons and swarms of trained warriors under the command of Lord Buzz-Off and General Stingrad.

The Andreenids celebrated their queen's reign in an annual event called the Queen's Jubilee and harvested a miracle food called Ambrosia, which gave them incredible strength when consumed. Some chose to live away from the hive, finding work in the Mines of Zahrkain and elsewhere. They shared a rivalry with the neighboring kingdom of Avion. The Andreenids were distrustful of the outside world, and Skeletor exploited this trait to turn a trade dispute between them and the Avonians into full-scale war. The Andreenids peacefully settled their disputes with Avion and later joined King Randor's newly formed Council of Eternia.

2008 MOTU CLASSICS

The Andreenids were led by Tzzzt zzz zzzzz, better known to Eternians as Buzz-Off. Although they became fierce warriors, they were also stubborn isolationists hoarding their Ambrosia honeycombs. Safe within their home city of Andreenos, the Andreenids chose to remain neutral in the battles between good and evil on Eternia until Skeletor started a war that endangered them. A brigade of both Andreenid and Avonian agents followed the Etherian rebel Sweet Bee during the Second Ultimate Battleground, capturing and holding Viper Tower.



TRIVIA Andreenids were closely related to the Kex insect people and the evil Arachna Spider Warriors—they possessed a native language of buzzing sounds.

ANDRILLIONS



1986 UK MOTU COMIC MAGAZINES

Inhabitants of the planet Andrill, a planet whose atmosphere contained metal-eating gases, the Andrillions had built powerful weapons and spacecraft from nonmetallic substances. They encountered Hordak when he attempted to steal their planet's gases to be released into Eternia's atmosphere.

ANTIWORLD SPIRITS

1984 GERMAN INTERPART-CONDOR MOTU COMICS

These spirits were the souls of Antiworld's good-natured inhabitants, who had given up their physical forms. Once, they succeeded in banishing all evil from their world, turning the planet into a literal paradise. But as the evil kept surrounding the planet, the spirits were unable to see that Antiworld's uncontrolled course through space posed a great threat for the entire universe. After Skeletor's control over Antiworld's evil was broken, the spirits were able to stop its collision course with Eternia. Revealing themselves to the Masters of the Universe, the spirits repaired the damage already done to Eternia. Usually invisible, the spirits were able to take on a visible, human appearance in order to talk to living beings.



APE CLAN



1983 FILMATION MOTU ANIMATED SERIES

Led by Ollo, the Ape Clan was a group of barbaric, apish warriors who coexisted peacefully with the Snake Clan in Eternia's ancient past. They fashioned wooden catapults capable of launching huge boulders over great distances.

APE-LETTES



1986 UK MOTU COMIC MAGAZINES

The Ape-Lettes were a race of ape-like creatures that lived in the Valley of Monsters in the heart of the jungle. They were very stupid animals that were incapable of causing serious harm, but under Beast Man's control they were able to team up and ambush the Heroic Warriors, who were searching the jungle for the Jewel of Fire.

AQUATICANS



1983 FILMATION MOTU ANIMATED SERIES

A peaceful, fish-like people, the Aquaticans lived in the underwater city of Aquatica. Mer-Man was able to transform them into a warring nation with the Pearl of Power.

ARACHNA SPIDER WARRIORS

2008 MOTU CLASSICS

The Arachna Spider Warriors were an advanced and ancient Eternian race who fought the Snake Men and suffered catastrophic losses. They were driven underground by King Hssss and his Snake Men despite their vast and superior scientific knowledge. A small number of Arachna, including Webstor, survived by going into hibernation.

TRIVIA: The Arachna were indirectly related to the bee-like Andreenoids and the Kix insect people.

ARCADIANS



1983 FILMATION MOTU ANIMATED SERIES

Arcadian society was a matriarchy; the women were primarily hotheaded and determined warriors who loyally protected their city and its queen, Sumana. Most were highly skilled warriors. They donned identical uniforms and wore a device on their wrists which could project energy blasts or generate cages around captives.

Male Arcadians were enslaved and forced to work in the mines until an encounter with Prince Adam and Teela induced a change of heart in Sumana.



ARKTONERS

Sorcery
Digging

1984 GERMAN MOTU AUDIO PLAYS

Long in the past, the Arktoners had wreaked havoc on Trolia before coming to Eternia and settling underground in the frozen northern region. They possessed some magic and were able to interfere with an airborne Wind Raider's engines, and their fearsome claws could dig through both soil and solid ice. Their howls could be heard aboveground.

ATTACK BOTS

Evil Horde

Flight
Projecting lasers from eyes

1985 FILMATION POP ANIMATED SERIES

Attack Bots were spherical, bat-like robots manufactured in large quantities by the Horde. They possessed oversized wings, had razor-sharp teeth, and could project laser beams from their eyes.

ATTACK-DROIDS

1986 UK MOTU COMIC MAGAZINES

Attack-Droids were mechanical war machines under Skeletor's control. They resembled his Land Shark vehicle. Skeletor once used them to burrow into the city of Eternos.



AURICONIANS



1984 UK WORLD MOTU ANNUALS

Auriconians were a diminutive rodent race of people from the kingdom of Auriconia in the Eternian Ice Mountains. They had pink skin, horns protruding from beneath their hair, and long tails.

AVIONIANS

Hawke
Stratos

Bird People
Bird Men

Flight



1982 DC MOTU COMICS

The Bird People lived in Avion, high atop the peaks of the Mystic Mountains. Led by Stratos, they hunted and scavenged for food and supplies. They resembled gray primate humanoids with feathered arms. Unlike in other canons, not all of the Bird People could fly.

1983 FILMATION MOTU ANIMATED SERIES

In the Filmation series, the Avionians lived in peace atop the mountain peaks of Avion and watched over the Egg of Avion, which gave them the ability to fly—an ability they would lose if they spent a prolonged period away from the egg. The Avionians looked more human in the animated series. They often wielded two-handed guns which shot special pellets.



These pellets would explode in midair and produce a cloud of thick smoke.



1983 MOTU MINICOMICS

In the minicomics, the Avionians' power of flight was granted by the Emerald Staff of Avion.

1984 GERMAN MOTU AUDIO PLAYS

In the German audio plays, the Avionians were protected by the Tree of Dying Time, within which was contained a tiny part of each Avonian's soul. Only a select few could fly. Stratos, their beloved leader, commanded a battalion of flying soldiers.



1984 GERMAN INTERPART-CONDOR MOTU COMICS

In the Interpart-Condor comics, the Bird Men were a race of flying people who had existed on Eternia long in the past. They had lived in a great city in the sky built like an enormous nest. Skeletor decimated the entire race, save Stratos, when he used a powerful cloud to take away their ability to fly, sending them plummeting to their deaths.

A time-traveling He-Man saved the Bird Men, but as this created a paradox on Eternia, the



Sorceress teleported the city into another dimension. Stratos never knew about the changed fate of his people.



2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES

The MYP series was mostly consistent with other portrayals of Stratos and the Avionians he led. Here, they were armed with spear-like weapons, occasionally used jetpacks, and shared a rivalry with the Andreenids.

2002 MVCREATIONS MOTU COMICS

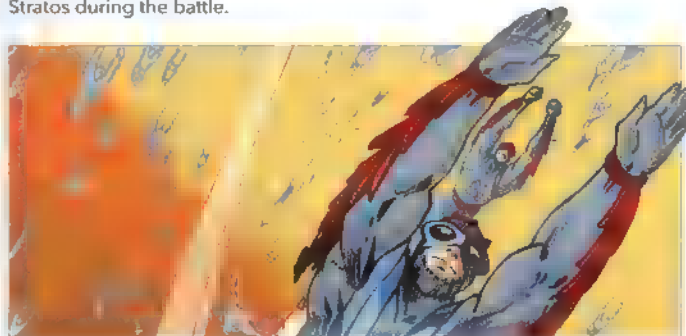
The MVCreatations comics established that Stratos and his sister, Hawk, were among those who built the kingdom of Avion using the Egg of Avion. The city was built for their peaceful bird race after many of their people were slaughtered by an unknown race. The Egg of Avion kept the lands around the kingdom plentiful, and the Avionians maintained good and strong relations with King Randor and the people of Eternos.

Avionians had a natural ability to fly with the vestigial wings on their arms, but some boosted their speed with jetpacks.

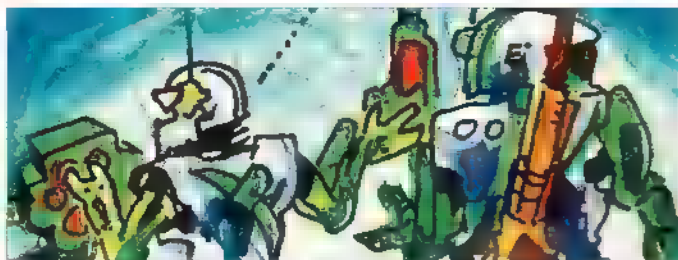


2008 MOTU CLASSICS

In addition to the previously established characteristics of the Avionians, the Classics canon depicted Sweet Bee leading a joint battalion of Andreenids and Avionians during the Second Ultimate Battleground. The group captured and held Viper Tower, but the Avionians also suffered the loss of their leader Stratos during the battle.



BATTLE-DROIDS

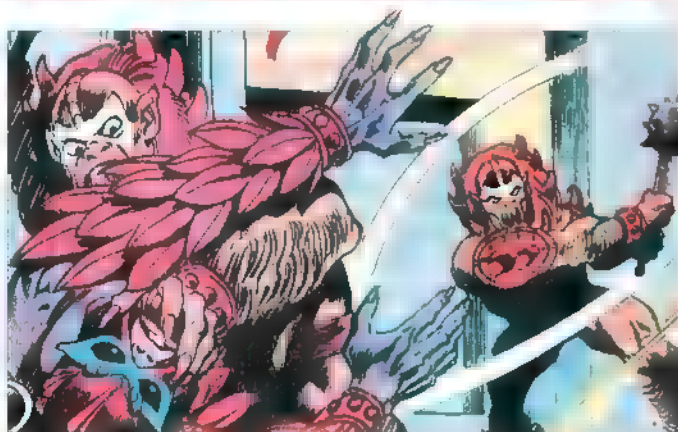


Combat
Recording information

1986 UK MOTU COMIC MAGAZINES

The Battle-Droids were the defenders of Scrollos's Space Fortress. They manned his battle stations and followed his orders, defending his base if it came under attack. The Battle-Droids could be reprogrammed to record in a physical medium the adventures of He-Man and the Masters of the Universe that were observed by Scrollos.

BEAST MEN

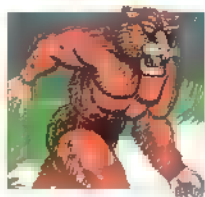


Beast People

Savagery
Strength
Agility
Animal control

1982 DC MOTU COMICS

The Beast Men were a savage group of ape-like warriors led by Beast Man. Though they could communicate, they preferred to unleash their fury through their savagery.



1983 LADYBIRD MOTU BOOKS

In the Ladybird books, the Beast People were the minions of Beast Man and had orange fur similar to their leader's, although their faces were more feline in appearance. They occasionally ran on all fours and often climbed like apes, using their feet with as much dexterity as their hands.

2012 DC MOTU COMICS

Once thought to be only a legend, the Beast Men of Eternia were savage killers who could outrun anyone else on Eternia. They would eat anything, even their own kind.



IMAGE COURTESY OF DC COMICS

BEAST WARRIORS



Beast Protectors

1985 FILMATION POP ANIMATED SERIES

Led by J'Milla, the Beast Warriors were an Etherian tribe who fought the animals of the jungles both as a rite of passage for their young and to secure their water supply. After an encounter with She-Ra, they decided to become Beast Protectors, caring for the creatures of their environment.

BEAUTIFLY COUNCIL

Flight
Stealth

2008 MOTU CLASSICS

The Beautifly Council was a magical group of Etherians gifted with fairy wings that enabled them to fly unnoticed. Abby De'Note, a member of the council, became Flutterina, using her magic gifts to spy on the Evil Horde.

BELOTS

1983 FILMATION MOTU ANIMATED SERIES

The Belots were an Eternian race with light fur and bulbous eyes. A decade prior, they sought Skeletor's help when their crops failed, but Skeletor betrayed and enslaved them. Upon freeing themselves, they established a new home in underground caverns, led by Subternius. Later, they attacked the farmland above and caused a great disturbance, but when He-Man investigated the attacks, the Belots realized that not all the aboveground dwellers were evil and lamented their error of judgment. They made up for their mistake by allying with the humans of Eternia and working together, sharing their crops.

BENDARI

1983 FILMATION MOTU ANIMATED SERIES

The Bendari came to Eternia in a spacecraft to study the difference between good and evil, as evil did not exist on their home world.

BIBBETS



1983 FILMATION POP ANIMATED SERIES

The diminutive Bibbets lived in Bibbet Land and were considered mythical beings until their paths crossed with the Great Rebellion and the Evil Horde. They were fiercely protective of their home, defending it with a variety of traps, including snares and catapults. One of these, a wooden catapult that dwarfed the Bibbets themselves, was used to hurl large fruit at intruders.

BRIDLINGS



Intelligence

1986 UK MOTU COMIC MAGAZINES

The Bridlings were an alien race who always finished last in the Ring System games. They had prodigious mental abilities but were physically inferior to the other races.

BRUTE SQUAD

2008 MOTU CLASSICS

The Brute Squad was a group of enforcers among Skeletor's Evil Warriors. Whiplash was the most prominent and dangerous member of the group.

CALIGARS

2002 MIKE YOUNG PRODUCTIONS
MOTU ANIMATED SERIES

The Caligars were a race of large reptilian people who lived in the caverns of Subternia and were led by Ceratus. Many were warriors, wielding spiked clubs and throwing knives, and most used their spiked tails in combat. They shared a bitter rivalry with the Speleans. A new alliance was forged between the two groups, thanks in part to King Randor, when they were forced to work together against King Hssss.

Some Caligars chose to live away from others of their kind, working in the Mines of Zahrkain. Whiplash later betrayed his people and joined Skeletor, and thereafter even the mere mention of his name induced rage in Ceratus.

2008 MOTU CLASSICS

The Caligars lived in the fiefdom of Subternia. The Caligars followed their new leader, Ceratus, to the surface and allied with King Miro's army during the Great Unrest. Following the Great Unrest, the Caligars returned to find their kingdom in ruins. Blaming the Speleans for the destruction, the Caligars remained hostile toward them for many years. The two nations formed a truce when they were threatened by the Snake Men and King Randor formed a new council.



CAT FOLK

1983 FILMATION MOTU ANIMATED SERIES

Thought to have been extinct for many years, the Cat Folk dwelled within the Vine Jungle on Eternia. Their existence was largely unknown to most Eternians. Ruled by King Paw, they lived simply and possessed no advanced technology. Their fiercest warrior was Kittrina. She went on to help forge a new era of trust between the Cat Folk and humans.

CAT-MEN GOBLINS



1985 POP MINICOMICS

The Cat-Men Gobblins were initially forest animals who were transformed into human-sized Cat-Men with green fur. They were in service to Catra.

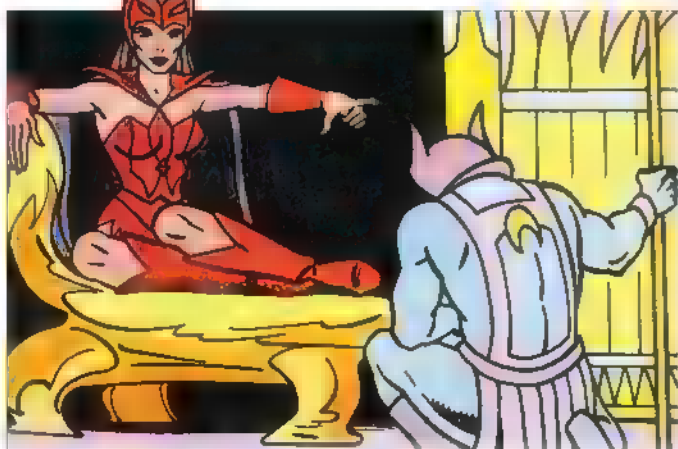
CAT-NIKS



1986 UK MOTU COMIC MAGAZINES

The Cat-Niks were a peaceful tribe of villagers who lived near the Fright Zone on Eternia. Their primary source of energy and heat came from a glowing orb which the Horde destroyed. Enslaving the Cat-Niks, Hordak forced them to build a flying solar-powered fortress he could use to attack Grayskull. After He-Man freed them, the Cat-Niks kept the fortress as a new source of energy for their village.

CAT-PEOPLE



1985 LADYBIRD POP BOOKS

The Cat-People served Catra as guards and soldiers.

CAVE DWELLERS OF THE CRYSTAL FOREST



Knowledge of jewels

1983 FILMATION MOTU ANIMATED SERIES

Living in the caves of the Crystal Forest, the Cave Dwellers often found themselves at war with the Tree People. The Cave Dwellers were not physically imposing, but they possessed great knowledge and experience with jewels.

CAVE DWELLERS OF VIEV

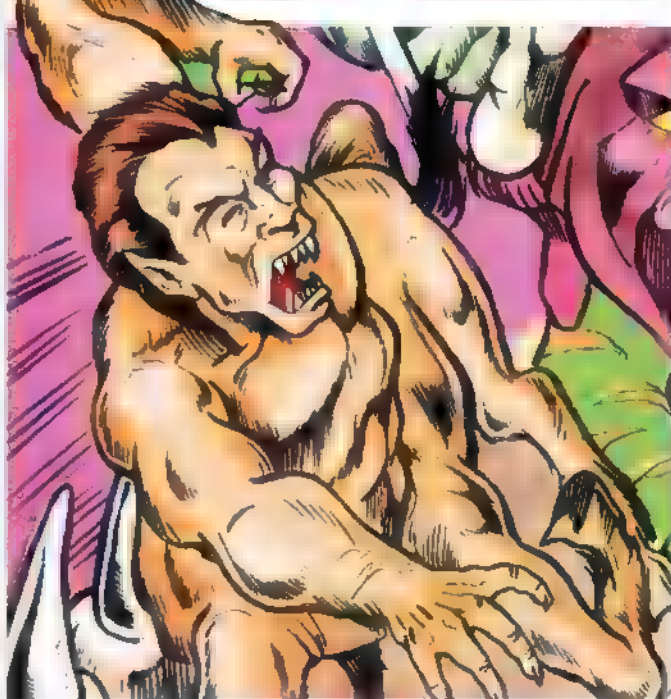
Mining

1985 POP WORLD ANNUALS

The Cave Dwellers of Viev were a peaceful and diminutive race who mined gold in the Etherian Mountains of Viev. Their small stature enabled them to maneuver through the caves with ease.



CENTAURS



1983 GOLDEN MOTU BOOKS

Centaurs were intelligent creatures with the torso, arms, and head of a human and the legs and body of a horse. Both their human and equine physiques were heavily muscled. They were also courageous and formidable fighters. Their close-knit tribes were most common in densely wooded areas, such as the Evergreen Forest, but they could be found throughout all of the wilderness of Eternia.

CENTURIONS

Laser rifle
Sword

1987 MOTU FILM

The evil robotic soldiers known as Centurions were part of Skeletor's army. These minions were dressed in black armor with dark, faceless helmets. The regular Centurions carried laser rifles, whereas a more elite group carried special weapons, wielded swords, and wore scarlet-lined capes. Never to be grounded, special Air Centurions flew through the sky on hovering jet disks.



CERIL'S WARRIORS



1982 DC MOTU COMICS

Ceril's tribe of warriors were a group that allied themselves strongly with He-Man. The group were skilled fighters, all in peak physical condition, and lived in the dense jungles of Eternia.

CHOCOLATE SOLDIERS

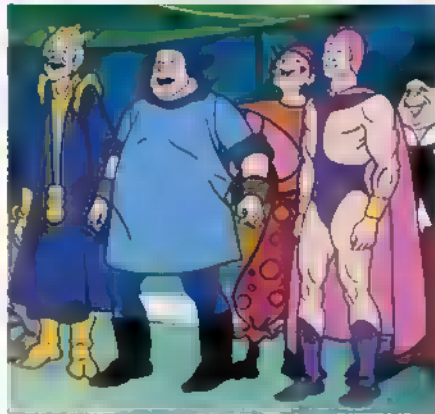


Overwhelming the enemy with sweet, chocolaty goodness

1986 UK MOTU COMIC MAGAZINES

A mix-up caused Orko to give Joy-Dust to Teela for the fudge she was making for the winter festivities. Unknowingly, she mixed it into her recipe. When Hordak attacked, Orko realized what had happened and knew the fudge would be susceptible to his magic. He transformed it into an army of Chocolate Soldiers who drove back the Horde. In the end, the Chocolate Soldiers returned to Teela's cauldron.

CIRCUS PERFORMERS



1980 FILMATION MOTU ANIMATED SERIES

The circus performers of Crackers's traveling circus were all highly skilled in the arts that they practiced. Notable performers (aside from Crackers himself) were the Great Orlando; his wife, Colette; and Myrtle, the three-trunked Myrtlephant.

CLAN KOBRA

2008 MOTU CLASSICS

Clan Kobra was a group or family among the Snake Men which included Kobra Khan. They had escaped imprisonment in the Void along with the other Snake Men, but how or why was never made clear.

CLAN OF KNOLL

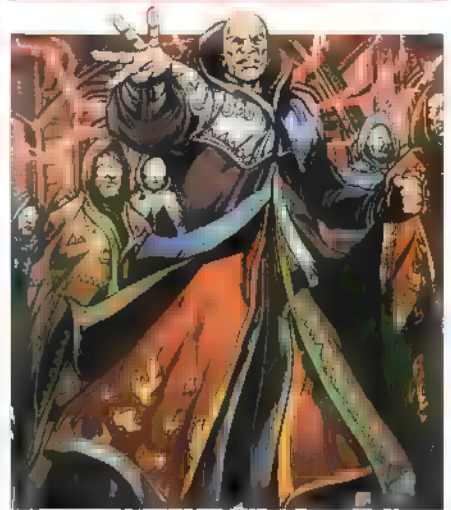


IMAGE COURTESY OF DC COMICS

Sorcery

2012 DC MOTU COMICS

The Clan of Knoll was composed of tremendously powerful sorcerers who could detect even the slightest anomalies in their environment. During the aftermath of King Grayskull's death, the Eyes of Grayskull were lost for centuries. Later the Temple of Chrono appeared in the Mystic Mountains where the Clan of Knoll were revealed to be in possession of the Eye of Chrono.

CLAW PEOPLE



Karikoni

Strength
Communication over vast distances
Commanding sea creatures

2008 MOTU CLASSICS

The Classics established that the Claw People were called the Karikoni.

2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES

The crab-like Claw People, of whom Clawful was a part, lived in caves on Orkas Island in the Ocean of Gnarl. They could click their enormous claws in a manner similar to Morse code to communicate over vast distances or summon vicious sea creatures to aid them. They grew to prodigious size, possessed hard protective shells, and fed mainly on the colorful fish that dwelled near the island.

CLAY PEOPLE



SPECIAL ABILITIES

Springing surprise attacks from the mud

1986 UK MOTU COMIC MAGAZINES
The Clay People were formed from the Senti-Mud on Incendria. They could spring up from the ground to launch surprise attacks. Since they were not technically alive, they were impervious to pain.

COMET WARRIORS

Rock People

SPECIAL ABILITIES

Transforming into meteors
Flight
Space travel

1984 UK WORLD MOTU ANNUALS

In the MOTU annuals, the Comet Warriors were tremendously powerful, transforming into large rocks and using that form for brute-force impacts, such as attacking enemies or starting rockslides. Despite their strength, they preferred to avoid violence. Their rocky physique also enabled them to travel unencumbered through space.

1986 UK MOTU COMIC MAGAZINES

In the UK comics, Stonedar and Rokkon came to Eternia after the Rock People's home world was attacked by Hordak, who was intent on using the energy at its core to power a new invention.

1987 GERMAN EHAPA MOTU COMICS

In the Ehapa comics, the Rock People arrived on Eternia by accident when Skeletor forced them off course and attempted to blame it on the heroes. They did not fall for the trick and joined the Heroic Defenders.

2008 MOTU CLASSICS

In the Classics canon, it was the Rock People's advanced armor which gave them the ability to transform into meteors. When Horde Prime sent a light

storm from Horde World, he drove several of them from orbit around their home planet. The Comet Warriors and their leader Stonedar passed through several untamed star bands before landing safely on Eternia. Despite their desire to live in peace, the Comet Warriors chose to fight the Evil Horde when it invaded Eternia. At least two of their number, Stonedar and the young warrior Rokkon, took part in the Second Ultimate Battleground.

COMPO-BOTS

Joining together to form a nigh-invincible fighting machine



1986 UK MOTU COMIC MAGAZINES
Horde Prime's Compo-Bots were designed to join together to form nigh-invincible fighting machines with large amounts of firepower. Their only weakness was a single spot which could be exploited to force them to separate if firepower was directed at it for an extended period of time. Since this time gave other Compo-Bots the opportunity to assemble into fighting machines, it was not useful in defeating them. He-Man narrowly defeated them by making them float helplessly in space.

COMTECHS

1987 MOTU FILM

The Comtechs were a group of at least four pale, hairless humanoids who served Skeletor while he occupied Castle Grayskull. They wore black uniforms with small epaulets and communication headsets, and at least one wore a device strapped to his back. From a chamber inside the castle, they used their advanced machines to monitor the frequencies used by Gwildor's Cosmic Key in order to detect its use and locate the Eternian heroes for their master. Their technology was so advanced that they were able to display the location of the key on Earth upon their large view screen.

COSMIC ENFORCERS

2008 MOTU CLASSICS

The Cosmic Enforcers were assembled by the Overlords of Trolla and tasked with maintaining neutrality throughout the universe. To that end, they became the enemies of the tyrannical Horde Prime, dictator of the galaxy-spanning Horde Empire, who systematically wiped out many of their number. When the Council of Elders inherited He-Ro's sword and its power, Zodac Zur agreed to leave Eternia and serve the Overlords as a Cosmic Enforcer in a bargain to keep the Sword of He on Eternia.

The Cosmic Enforcers' devotion to neutrality sometimes meant helping the forces of evil as well as the forces of good. Both Zodac and his protégé, Zadak, took part in the Second Ultimate Battleground, fighting against the Horde and Snake Men armies.

Later, He-Man and She-Ra defeated Skeletor and Horde Prime. Their actions altered the balance of power, and the Cosmic Enforcers made an alliance with the warrior-queen Despara to restore that balance. They helped Despara resurrect Skeletor and allowed her to attack Eternia with an army of Skelcons. With the balance of power tipping yet again, the Cosmic Enforcers changed alliance once more, and their agent Strobo fought alongside the Masters of the Universe during the Third Ultimate Battleground.

COSMIC WARRIORS

2008 MOTU CLASSICS

The Cosmic Warriors were magic guardians recruited in each generation by the Overlords of the Timeless Dimension to fight evil with the Sword of He. The Overlords assigned a member of the Trollan magical elite to act as a guide for each Cosmic Warrior. The last known Cosmic Warrior, Ro, was sent to fight Horde Prime.

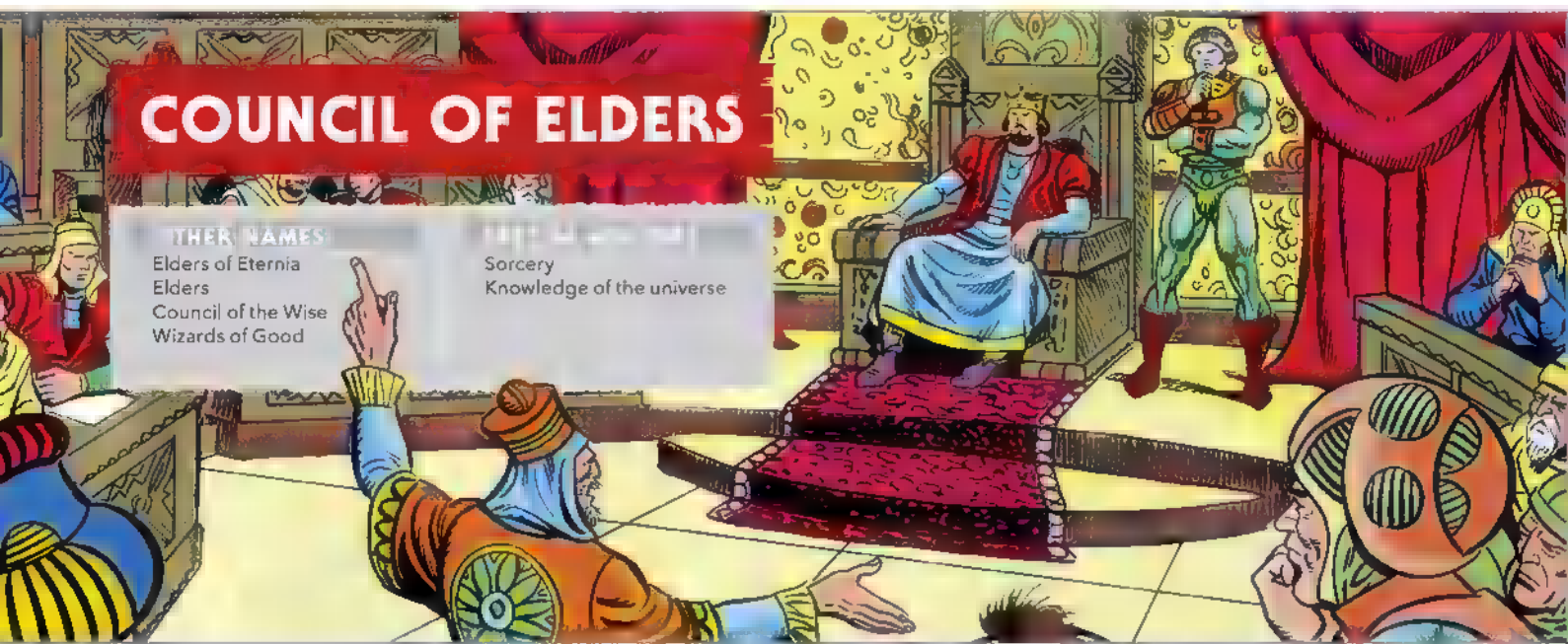
The symbol of the Cosmic Warriors, worn by Ro, was also present on the façade of the Temple of Power on Trolla, home of the Overlords. He-Ro's friend Tytus helped build Castle Grayskull and fashioned a rudimentary representation of the symbol He-Ro had worn on it.

COUNCIL OF ELDERS

THEIR NAMES

Elders of Eternia
Elders
Council of the Wise
Wizards of Good

Sorcery
Knowledge of the universe



1983 KID STUFF MOTU RECORDS

Centuries in the past, Eternia was ruled by the wise Council of Elders from their seat of government, the beautiful Hall of Wisdom. A woman dressed in snake-shaped armor and carrying a staff with a cobra's head at its top appeared before them and warned that danger would befall Eternia, as the warlord Skeletor would come to threaten their peaceful planet. The Elders took it upon themselves to compress their combined power and knowledge of the universe into a single omnipotent, glowing Orb of Power. To keep the orb safe from the forces of evil, they transformed the Hall of Wisdom into Castle Grayskull, an edifice so frightening that none but the bravest of souls would dare to enter it.

1983 GOLDEN MOTU BOOKS

The Golden books described an incident in which an evil warlord named Dyr came to Eternia and threatened to overthrow the Council of Elders. Sometime afterward, they combined their accumulated wisdom into the Crystal of Knowledge (rather than the Orb of Power) and hid it beneath Castle Grayskull.



A conflicting story in the Golden books described the Council of the Wise as an ancient ruling body in Eternia's past. They eventually became complacent because of the indulgent lives they had been enjoying. The Sorceress warned them that the forces of evil would breach the Mystic Wall and threaten Eternia's Light Side. The Council's members concentrated their powers in Castle Grayskull to be wielded in the future by a champion for good.

1984 UK WORLD MOTU ANNUALS

The World annuals had a unique version of the story of the Council of Elders and their seat of magical power, which originally was the ancient Pyramid of Myrabim at the Desert Zone. This was the time when the Snake Men originally came to invade Eternia as well. Over the years, the Council of Elders gradually moved their court to Castle Grayskull, leaving behind many abandoned inventions that the Elders' Eternian scientists had created. The council stored their wisdom and magic within Grayskull. He-Man frequently sought their wisdom.

1986 UK MOTU COMIC MAGAZINES

The UK comics presented a more detailed interpretation of the Elders, who were not the planet's governing body. Some five thousand years before He-Man's birth, the Council of Elders convened to discuss the protection of Eternia and its sister world, Etheria, from the shadow of King Hiss's rule. Keclar, the Elders' leader, sensed a mystical meteor traversing the Eternian sky, and the Elders used their combined magic to bring it down to them. The jeweled rock became known as the Gem-Stone of Power. From it, they forged the twin Swords of Power and Protection, as well as a stone that would serve as the foundation of Castle Grayskull. Keclar prophesied that two warriors would arise to defend Eternia and Etheria from the forces of evil, one to wield each of the swords.

One of the Elders lacked the power of the others: Tyn-Mah, jealous and resentful, secretly forged a third sword from the Gem-Stone of Power—the Sword of Evil. But Tyn-Mah's efforts were in vain, and he was caught by his fellows. The Sword of Evil was split in two, and the halves were hidden on Eternia and Etheria.

Backed by the power of Castle Grayskull, which they had built, the Elders defeated the Snake Men, and Eternia remained at peace until the arrival of Skeletor many thousands of years later. At that time, their spirits, along with the Sorceress, selected Prince Adam to be the wielder of the Sword of Power. His twin sister later wielded the Sword of Protection.

The spirits of the Elders remained within Grayskull, and from time to time, He-Man called on them for aid.

1987 GERMAN EHAPA MOTU COMICS

In the Ehapa comics, the Council of Elders was a present-day body of wise men who advised King Randor. They consulted with the Sorceress regarding the right time for the Tournament of the Brave Ones.



1987 POWER TOUR

In the Power Tour, the Elders were referred to as "the Wizards of Good." It was revealed that long before the time of He-Man and She-Ra, Eternia was ruled by five wise wizards. They wore long robes, and each wielded a magical staff topped with a gem. Interestingly, Hordak wielded an identical magical staff and claimed the Wizards of Good had no power over him. The wizards succeeded in banishing the Snake Men and sealing them behind a mystical, impenetrable wall.

2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES

The MYP series presented yet another variation on the Council of Elders by depicting them as a semi-immortal group of benevolent rulers who reigned for centuries until passing Eternia's governance to Randor.

The Council of Elders was formed in Eternia's ancient past following King Grayskull's death. He gifted his royal warriors with the power to rule Eternia with wisdom and kindness, and they became the Elders, residing in the Hall of Wisdom.

Centuries later, the Council of Elders was protected by Captain Miro's army from Count Marzo, and still later by Miro's son and Eternia's future king, Captain Randor. After an assault by Keldor and his forces, they gave up their physical form and compressed their power into a crystal orb which was hidden within Castle Grayskull by the Sorceress.

The Council of Elders demonstrated tremendous power, imprisoning Serpos in stone, banishing the Snake Men to the Void, and transforming Count Marzo into a weak old man.

2008 MOTU CLASSICS

The Council of Elders was a body of great mages assembled from across Eternia who possessed the wisdom to tap into the planet's magic. They served King Grayskull during the Great Wars. To forge peace, they made a treaty with the Snake Men leader King Hssss, promising that they would produce no heirs. King Nikolas Powers of Zalesia broke the treaty by fathering the girl who would become Evil-Lyn. In retaliation, King Hssss set loose the mighty serpent deity Serpos to destroy Zalesia and much of Preternia. The Elders combined their powers to trap the three-headed monster in stone and punish Nikolas by turning him into the Faceless One, a phantom forced to haunt the ruins of his destroyed city.

Upon his death, King Grayskull passed his Sword of Power on to the council. In exchange for keeping the sword on Eternia to await Grayskull's heir, Zodac Zur left the council and Eternia to become a Cosmic Enforcer.

The Elders shed their corporeal forms and transferred the sword's power to the Great Orb stored inside Castle Grayskull. To further protect the sword, which could still access the power remotely, they helped Grayskull's widow, Veena, and her apprentice split the sword in two and hide it from evil's reach.

In the years that followed, the Elders acted as the keepers of peace on Eternia, imprisoning King Hssss and his Snake Men in the Void. While Veena and her successors watched over the orb, the Elders commanded Sharella to train great warriors on Eternia. They selected the worthiest to guard the Sword of He and called them "the He-Men." Over the centuries, they spread the legend of He-Man through the heroic deeds of the sword's guardians.

For five thousand years, the Council of Elders also acted as a court of advisers to the kings and queens of Eternia, settling questions of succession and governance. At the end of the Great Unrest, the Elders granted the crown of Eternia to the lost King Miro's second-born son, Randor. The birth of the Twins of Destiny prompted the Elders and the Sorceress to temporarily recombine the Sword of Power in order to clone it and create the Sword of Protection. Later, the Sorceress helped the surviving Elders combine their powers and knowledge to tap into Eternia's magic with the orb and create a new, unified Power of Grayskull for Prince Adam to call upon.

ALSO: ANCIENT ONES, ANCIENTS, COUNCIL OF WISDOM

COUNCIL OF EVIL (I)**1983 FILMATION MOTU ANIMATED SERIES**

The Council of Evil were an unseen force banished long before to the Realm of Evil, having lost their struggle with the Council of Good. Angast and his loyal warriors were said to be their descendants. On one occasion it was revealed that Skeletor utilized the Council of Evil to create a white hole into which he sent Castle Grayskull.

COUNCIL OF EVIL (II)**2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES**

The Council of Evil was an alliance among Eternia's most powerful villains—Count Marzo, Evilseed, the three giants, and Webstor—formed in secret by Skeletor with the hope of attacking the Masters of the Universe while their guard was down. Skeletor allowed his own Evil Warriors to be captured, prompting King Randor to the kingdom's state of emergency. The Council of Evil took advantage of the opportunity and captured the Masters, leaving only He-Man. They managed to overpower him for a time, and the council attacked Castle Grayskull. The Masters returned with the aid of their allies. The council was ambushed and ultimately disbanded.

COUNCIL OF KINGS**1985 FILMATION POP ANIMATED SERIES**

The Council of Kings was a group of noble-men and noblewomen who met in secret during the Horde's initial invasion of Etheria. As long as their location was kept secret, the planet would be safe. However, Shadow Weaver, still apprenticed to Norwyn, betrayed them and revealed their location to the Horde.

COUNCIL OF SEASONS**1983 FILMATION MOTU ANIMATED SERIES**

The Council of Seasons was composed of four members—Lady Spring, Miss Summer, Count Fall, and Mr. Winter. They regulated the seasons on Eternia.



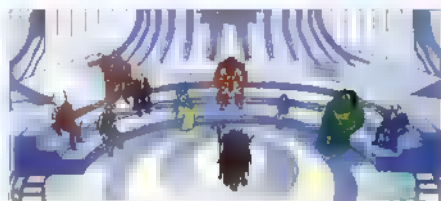
COUNCIL OF THE WISE

FOR THE ANCIENT RULING BODY OF ETERNIA, SEE COUNCIL OF ELDERS

1983 FILMATION MOTU ANIMATED SERIES

The Council of the Wise once oversaw much of the universe, passing judgment on those who committed evil acts. When it was disbanded, one of its members, Zodac, began serving the Overlords of the Eternal Dimension.

COUNCIL OF WISDOM



2002 MVMCREATIONS MOTU COMICS

The Council of Wisdom was a group of powerful mages from Eternia's ancient past that existed long before the Council of Elders. They established a treaty with King Hssss to ensure peace. One of the members broke a sacred oath of the council by falling in love and fathering a child. He left their number when they refused to aid him in his hour of need.

When King Hssss released Serpos on Eternia, the Council of Wisdom fought back. Holding their former member responsible for these terrors, the council cursed him to an eternal existence as the Faceless One.

SEE ALSO:
COUNCIL OF ELDERS



CRIMSON COUNCIL



1983 FILMATION MOTU ANIMATED SERIES

The Crimson Council was a group of three aged Trollans who governed the Trollan wizard hierarchy and oversaw the Trollan Academy of Magic.

DARK RIDERS

AFFILIATIONS

Evil Horde

Flight



1985 FILMATION

POP ANIMATED SERIES
Created by Shadow Weaver, the Dark Riders were savage, skeletal warriors who traveled

atop dragon-like winged horses. They wielded a variety of weapons, and both they and their mounts wore the Evil Horde insignia.

DEFENDERS OF TROLLA

SPECIAL ABILITIES

Magic
Technology

2008 MOTU CLASSICS

The Defenders of Trolla were a group of warriors tasked with guarding the Overlords' Temple of Power. When a crack in space-time allowed the Unnamed One to send his Revenge Squad to Trolla, the Defenders prevented them from seizing the temple. Repeated attacks gradually shrank the Defenders' numbers until He-Man and Skeletor were accidentally transported to Trolla. The two enemies became embroiled in the battle.

DEMON HORDE



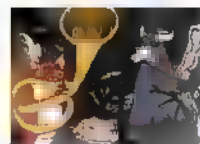
1986 UK MOTU COMIC MAGAZINES

The Demon Horde was composed of Krrylak the Mighty's minions. When Krrylak was unleashed upon Eternia, he set his Demon Horde on the Royal Palace. Even the Heroic Warriors stood little chance against their might and numbers.

DENEBRIAN BAND

SPECIAL ABILITIES

Playing music



1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES

The Denebrian Band was employed by Slush Head to play music in

the Quagmi Swamp during his meeting with He-Man as Mutant Ambassador for Peace.

DIABOLICAL SNAKES

2008 MOTU CLASSICS

The Diabolical Snakes were a cabal of reptilian warriors who followed Kobra Khan after Zodak decapitated King Hssss. Once Kobra Khan became Camo Khan and gained new powers, the Diabolical Snakes served Skeletor as mercenaries. By Skeletor's command, they searched for magical artifacts to help him breach Castle Grayskull's defenses. They later betrayed him when Camo Khan stole Skeletor's Havoc Staff and presented it to his true master, King Hssss.

DINOPEPS



1986 UK MOTU COMIC MAGAZINES

The Dinoreps were a peaceful race who lived in a village on Eternia. They were unaware of the evil which threatened Eternia until an encounter with Hordak. They later pledged their loyalty to the Heroic Warriors.

DINOSORBS

Transformation into meteors
Space travel
Strength



1985 FILMATION

POP ANIMATED SERIES
Dinosorbs were warriors who could transform into meteors and

travel through space. They possessed great strength and impenetrable armor.

DWARVES



Dwarfs

THE SPELLINGS "DWARVES" AND "DWARFS" WERE BOTH USED IN THE ORIGINAL STORIES. THE ORIGINAL SPELLINGS ARE FOLLOWED HERE.

1983 FILMATION MOTU ANIMATED SERIES

The elf-like dwarves of the Filmation animated series farmed the Fertile Plains on Eternia. They were among those fooled by Evilseed.

1983 LADYBIRD MOTU BOOKS

The dwarfs depicted in the Ladybird books were small in stature, and most boasted beards. They mined the caverns of the Ice Mountains for precious metals that they sold to Man-At-Arms.

1984 UK WORLD MOTU ANNUALS

The peaceful dwarfs of the World Annuals resided in a fortress in the Iron Forest.



They were the guardians of the Lodestone of the Iron Forest and a boastful lot. They were easily persuaded by a lovely face, and Evil-Lyn was able to manipulate them by appearing as a pretty damsel in distress.

1984 GERMAN MOTU AUDIO PLAYS

The German audio plays portrayed a race of dwarves living in the Vine Jungle who were extremely small. They shot poison bullets from their machine guns. They were overjoyed when one of Orko's spells made them grow a couple of centimeters taller.

DYPERIAN TROOPS

1983 FILMATION MOTU ANIMATED SERIES

King Stefan of Dyperia's troops were many in number and fought against the Torcs. They were attired in the same uniform as the guards at the Eternian Royal Palace, although with a different color scheme.

ELDERS OF THE COURT OF JUDGMENT

1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES

The Elders of the Court of Judgment included Master Sebrion and two other Priman elders. They presided over Adam's trial when he was falsely accused of treason.

ELDERS OF ZIL



1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES

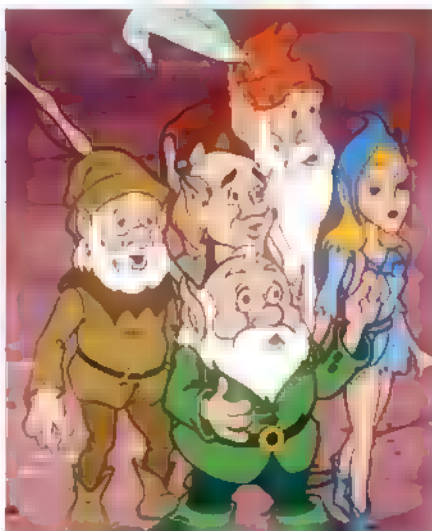
The Elders of Zil were the ruling party of planet Zil. They held to a legend that a champion would come to save them from the Mutants. They came to believe that Spinwit was their champion.

ELVES OF ELFWORLD

1985 FILMATION POP ANIMATED SERIES

The elves of Elfworld were roughly half the average size of humans. They also spoke in slightly higher-pitched voices. King Varn and his son Storm ruled over the elves.

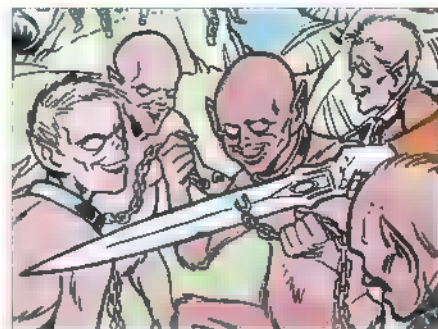
ELVES OF SEAWORTHY



1985 FILMATION POP ANIMATED SERIES

Led by Mayor Guppi, the elves of Seaworthy were brave but relatively helpless against the Horde due to their diminutive size. Their outsized imaginations caused them to misinterpret things.

ELVOKS



1986 UK POP COMIC MAGAZINES

The Elvoks were a small people who lived in a tiny village on Etheria.

ELYSIANS



1983 LADYBIRD MOTU BOOKS

The Elysians were ant-sized, blue-skinned aliens who came to Eternia when their planet, Elysia, was made a wasteland by intruders from space. They traveled in a tiny cylindrical

spacecraft with formidable firepower, considering its size. After Skeletor attempted to enslave the Elysians, they were relocated on Eternia. Only the Heroic Warriors knew their true location.

ENCHANTED SISTERS

Soothsaying

1986 UK POP COMIC MAGAZINES

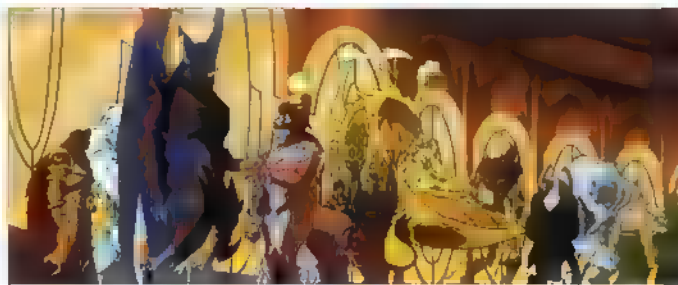
A legend spoke of the Enchanted Sisters, a trio of hidden figures who could be found in the darkest reaches of Etheria. If one found them and asked a question, the Sisters would answer it truthfully, although in cryptic rhymes. When Hordak sought them out, they gave him a glowing stone which he could use to turn good people evil.

ENERGY PATROL

1983 FILMATION MOTU ANIMATED SERIES

The Energy Patrol were a group of Eternians sent out by Man-At-Arms to locate sources of energy, especially Eternium.

ETERNIAN COUNCIL



Council of Eternia

2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES

The Eternian Council represented an alliance between the kingdoms of

the Light Hemisphere, formed to organize a defense against Skeletor. King Randor founded the council and convened its first meeting of leaders at the Royal Palace of Eternos. The council was composed of Chief Carnivus of the Qadians, Queen Andreeno of the Andreenids, Stratos of the Avionians, the Kulatak Elder, Lord Dactys of the Speleans, King Taurius, and others. Although the Eternians had been mostly isolationist, the council's resolve was strengthened when the Masters of the Universe defended them from Skeletor's attempt to disrupt their first meeting. Later, following an attack by the Snake Men in Subternia, Randor convinced Ceratus and his Caligars to put aside their animosity with the Speleans and join the council as well.

2008 MOTU CLASSICS

The Classics canon followed the MYP canon closely. During the Second Ultimate Battleground, the Eternian Council sided with He-Man and the Masters of the Universe against the combined might of the Horde and Snake Men armies.

ETERNIAN NAVY



1983 FILMATION MOTU ANIMATED SERIES

The Eternian Navy was composed of incredibly muscular men in blue uniforms and white caps. They took their duties very seriously.

ETERNIAN ROYAL GUARDS



Palace Guards

Combat

1982 DC MOTU COMICS

The brave Palace Guards were attired similarly to Man-At-Arms in red and yellow armor and helmets. They served under Teela.

1983 FILMATION MOTU ANIMATED SERIES

The Eternian Royal Guards portrayed in the Filmation series were stationed at the Royal Palace as well as various other locations of importance throughout Eternia (such as Station Zeta and the Weather Station). Highly trained



1984 GERMAN MOTU AUDIO PLAYS

In the German audio plays, the Royal Guards stood as the army protecting the city of Eternis.

1986 MARVEL STAR MOTU COMICS

In an alternate-reality version of Eternia created as a result of Prince Adam's Sword of Power being transported thirty years into the future, many of those that served at the Royal Palace became guards that worked for Skeletor. They wore armor similar to Randor's Royal Guards, but with a different, darker color scheme.



2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES

The MYP series established that the Royal Guards had protected the Council of Elders and the Hall of Wisdom for quite some time, attired in regal gray-and-blue armor with spiked helmets and capes, first under the leadership of Captain Miro, and then later Captain Randor, Miro's son. After Randor became king, they donned orange-and-green armor and protected the palace and Royal Family from attacks by Count Marzo, Serpos, and others.

ETERNIANS



Across all canons, Eternians were the inhabitants of the planet Eternia, encompassing many native races, such as humans, Avionians, Andreenids, and countless others.

ETERNOS ARCHAEOLOGICAL SOCIETY

1986 UK MOTU COMIC MAGAZINES

The Eternos Archaeological Society was an official team of scientists affiliated with the Royal Family of Eternos. They conducted expeditions throughout Eternia to benefit and increase Eternian knowledge and reported their findings to the Royal Palace.



ETHERIANS

Across all canons, Etherians were defined as the native inhabitants of the planet Etheria, including humans, Salineans, Twiggies, and many others.

EVIL HORDE

Catra
Grizzlor
Hordak
Leech
Mantenna
Modulok

Advanced technology
Robotics
Sorcery
Conquest
Cybernetics
Genetic engineering

Horde
Horde Empire



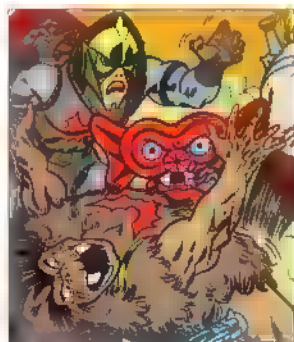
1983 MOTU MINICOMICS

The Evil Horde were led by Hordak in the minicomics and conducted operations on both Eternia and Etheria.



1984 GERMAN MOTU AUDIO PLAYS

The German audio plays portrayed the Evil Horde as a faction brought to Eternia by their leader, Hordak. Upon their arrival, they combined forces with the Monster Warriors. Though they often worked directly for Skeletor, their true allegiance was to Hordak. The Horde's ultimate goal was to conquer Eternia.



Highly militaristic and bent on conquest, they attempted to seize Eternia by sending Hordak and Skeletor to lead that effort. The Sorceress and King Randor's army managed to fend them off, and Hordak left the planet.

1984 GERMAN INTERPART-CONDOR MOTU COMICS

In the Interpart-Condor comics, the Horde were based in the Fright Zone, a dimension accessible to their leader, Hordak, through a time gate. They posed a threat to both the Masters of the Universe and the Demons of Evil.

1985 FILMATION POP ANIMATED SERIES

The Horde were an intergalactic totalitarian regime headed by Horde Prime.

Hordak organized the Horde's efforts to conquer Etheria from his stronghold at the Fright Zone. They controlled much of Etheria, though some regions remained out of their reach. An army of Horde Troopers and commanders created by Horde science were at Hordak's disposal.

In time, Horde Prime grew impatient with Hordak's failure to eradicate the Great Rebellion and began interfering with the operations on Etheria. His efforts, too, were largely ineffectual. The Horde relied primarily on science over sorcery, though mages like Shadow Weaver also bolstered their ranks.

1986 UK MOTU COMIC MAGAZINES

The Evil Horde, presided over by Horde Prime, were the largest and most dangerous group depicted in the UK comics. They had conquered many worlds, including Eternia's sister planet of Etheria, but Horde Prime regarded Eternia as the most important of worlds, for Eternia was the location of Castle Grayskull, the seat of power in the universe.

Hordak led a successful conquest of Etheria for the Horde after an initial failed attempt to take Eternia. His base of operations was the Fright Zone, a dark region that existed on both worlds via an interdimensional portal. Despite being under constant threat from She-Ra and the Great Rebellion, the Horde's hold on Etheria remained strong. On Eternia, they controlled only a very small region in the vicinity of the Eternian Fright Zone.



1987 GERMAN EHAPA MOTU COMICS

Led by Hordak, the Evil Horde were a small group of just eight warriors who resided in the Fright Zone on Eternia. They often tried to take Eternia on their own, despite their relatively inadequate numbers. On several occasions, they united with the Demons of Evil or the Snake Men to improve their chances.

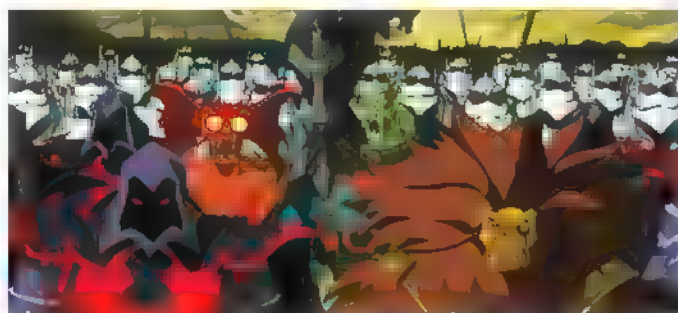


2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES

The Evil Horde were an army that marched across Eternia long in the past, seeking to conquer the planet's kingdoms in the name of their leader, Hordak. The bulk of these forces comprised countless armored troopers, led by an elite group of warriors possessing powerful abilities. Cloaked Horde sorcerer wraiths invoked the Spell of Separation but upon realizing it was tearing the planet completely in half, they stopped. This resulted in the creation of Eternia's Light and Dark Hemispheres.

After defeating the Snake Men, the Horde threatened Castle Grayskull with a magical gateway intended to exile its inhabitants to Despondos. The plan backfired, and King Grayskull forced the Horde through the gateway, banishing them instead.

Efforts to return the Evil Horde from their exile many years later would fail, thanks to the interventions of Skeletor and He-Man.



2008 MOTU CLASSICS

The Classics canon blended elements from earlier interpretations and redefined the history of the Evil Horde, the Horde Empire, and their minions. The Horde Empire was a galaxy-spanning superpower in the Eternian Dimension ruled by the family of its founder, Seferus Kur. Kur rose to power by conquering the Democratic Alliance that kept peace in the heavily populated outer systems. As the Horde Lord, Kur (and his sons) used a combination of technology and newly discovered magic to make themselves and their servants nearly immortal. From their seat of power on Horde World, they ruled the galaxy for centuries through fear and terror.

Eventually, Kur's sons, Anillis and Hec-Tor, grew envious of their father's power and assassinated him with dark magic. While the eldest, Anillis, assumed the throne as Horde Prime, he did not trust his brother—now Hordak—and quickly occupied him with fool's missions.

Following a conflict with the Cosmic Enforcers sent by the Overlords of Trolla, Horde Prime ordered Hordak to confirm the Cosmic Warrior Ro's death

on Eternia. Hordak, who as Commander Kur had amassed an army of warriors called the Evil Horde, soon discovered hidden power on Eternia and attempted to conquer it for himself. The Evil Horde participated in the Great Wars and eventually took part in the Treaty of the Three Towers. The Horde then ruled a territory of Preternia, where they built the Temple of Hordak instead of a tower like the other three territories had.

After King Grayskull banished the Evil Horde to Despondos, they searched for a way back and finally conquered the peaceful planet of Etheria. Eventually Hordak was able to communicate with the Eternian prince Keldor, whom he transformed into Skeletor and sent to abduct King Randor's twin children—the children Hordak believed could be destined to one day defeat the Horde Empire. Ultimately the twins took up arms against Hordak as He-Man and She-Ra, the latter staying on Etheria to help the Great Rebellion drive out the Evil Horde. Eventually Hordak abandoned Etheria to return to Eternia, where he easily seized the war-ravaged planet from Skeletor. To bolster his forces, Hordak recruited many Eternian villains into his Evil Horde, including the Fighting Foe Men and the Snake Men. Later, the Evil Horde were finally defeated in the Second Ultimate Battleground by an alliance of the Renegade Masters of the Universe, the Etherian Great Rebellion, and most of Skeletor's Evil Warriors.

During the conflict on Eternia, Horde Prime had sent his agent Ninjor to act as Skeletor's assassin while secretly reporting on the Overlord of Destruction to his master. Horde Prime had good reason to fear Skeletor once he defeated Hordak and then set his sights on conquering the entire Horde Empire. To this end, Skeletor went to the Tri-Solar System to recruit members of the Horde's Mutant Goon Squad. While He-Man and She-Ra fought Skeletor alongside the Galactic Protectors, they continued to oppose the Horde Empire's oppression as well. Their conflict endured for five years until a tragic defeat in the Battle of Fetra IV forced the twins and Skeletor to form a truce. Together they breached Horde World's defenses and attacked Horde Prime before he could deploy his greatest weapon: the Vortex Beam Generator.

During their battle, She-Ra slew Horde Prime, finally ending the Horde Empire. Horde Prime's spirit lashed out and possessed She-Ra, turning her into the evil warrior-queen Despara. It was not revealed if she restored any of the Horde Empire's resources before she too was defeated ten years later.

EVIL MUTANTS

Crita
Flogg
Slush Head

Galactic Mutants
Space Mutants

1984 UK WORLD MOTU ANNUALS

The Galactic Mutants were headed by Brakk (Flogg) and based on the planet Denebria. A corrupt and vile band of villains, they cared nothing for their planet, allowing it to decay into a wilderness of wreckage. Their primary objectives were the destruction of the Galactic Council, the Galactic Guardians, and Primus. They allied themselves with Skeletor.

1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES

In the *New Adventures of He-Man* series, the Mutants included a wide range of colorful aliens, all native to the planet Denebria. Most lived in Gorn City, as much of the planet was a barren wasteland. Aggressive and militaristic by nature, they were disgusted by the peace-loving people of Primus.

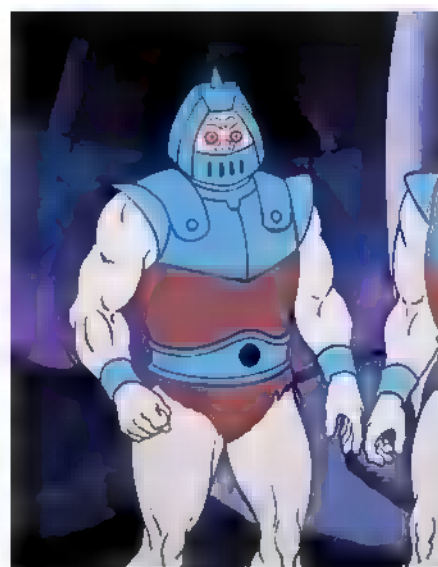
The Mutants' space force was commanded by Flogg from its base on the moon of Nordor. They had impressive military strength, with legions of Mutants, Mutant Troopers, and deadly vehicles at their disposal.

On the newly formed moon Alconia-Geppleonia 01, a plant was discovered that produced spores the Mutants were allergic to.

2008 MOTU CLASSICS

The Classics canon presented a very different backstory for the Mutants of Denebria. The Space Mutants were a coalition of evil warriors who had previously served the Horde Empire as their Denebrian Goon Squad in the Tri-Solar System. They became Skeletor's army when he left Eternia searching for ways to overthrow Horde Prime. The Mutants were led by Flogg, who became Skeletor's second in command. They fought the Galactic Protectors and He-Man until the Battle of Fetra IV, where the two forces chose to cooperate in order to defeat Horde Prime and the Horde Empire once and for all.

EVIL SOLDIERS



1983 FILMATION MOTU ANIMATED SERIES

Loyally serving Angast in the Realm of Evil, the Evil Soldiers were all gray skinned and attired in the same armor. Although threatening, many of them were rather dimwitted and could be effortlessly defeated in battle.

EVIL Warriors

Beast Man
Evil-Lyn
Mer-Man
Skeletor
Trap Jaw
Tri-Klops

Demons of Evil
Monster Warriors



1983 MOTU MINICOMICS

The Evil Warriors were a sinister group of villains and mercenaries who were assembled from across Eternia and, in some cases, the universe. They were led by Skeletor and used Snake Mountain as their base of operations.



1983 GOLDEN MOTU BOOKS

The Golden books depicted the Evil Warriors as greedy and self-serving. None were truly loyal to Skeletor, and all had their own agendas.



1984 GERMAN MOTU AUDIO PLAYS

In contrast to other canons, the term "Monster Warriors" applied to all under Skeletor's control, which included the Evil Horde and Snake Men factions in addition to his own warriors. The group began small in number and grew over the years. Unlike other depictions, most of the warriors tended to be extremely loyal to Skeletor, encouraging him to battle on even when he had given up hope of defeating the Masters of the Universe.

1987 GERMAN EHAPA MOTU COMICS

While Skeletor wished to conquer Eternia, many of the Demons of Evil under his command simply wished to become rich. They viewed the Evil Horde and Snake Men groups as their rivals but would often ally with them against their common enemies.

2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES

In the MYP animated series, the Evil Warriors were banished to the Dark Hemisphere of Eternia and locked behind the Mystic Wall after a failed assault on the Hall of Wisdom. After Skeletor was successful in breaching the wall, they resumed terrorizing Eternia under Skeletor's leadership.

TRIVIA Interestingly, early packaging for the 2002 toys called Skeletor's faction the Lords of Destruction, but this text was changed with the toys before being sent to retail. Subsequent packaging used the term Evil Horde, though neither of these names were ever used to refer to Skeletor's warriors in the animated series.



2008 MOTU CLASSICS

In the Classics canon, Skeletor, initially as Keldor, recruited the band who would be known as the Evil Warriors. The group served Skeletor loyally for many years on Eternia. While they eventually conquered Eternia, the Evil Horde returned and overthrew them. Forced to work with their former enemies, the Evil Warriors joined forces with the Renegade Masters of the Universe and the Rebels from Etheria to fight the Horde in the Second Ultimate Battleground.

During the battle the Evil Warriors apparently turned on their allies, as several of their number fought against members of the Masters and the Rebellion. Later, after Skeletor had left Eternia to conquer the Horde Empire, Jitsu assumed command over the warriors who remained at Snake Mountain. The Unnamed One, upon his escape from the Nameless Dimension, persuaded Jitsu and the Evil Warriors to join with him for a time until Evil-Lyn and Skeleteen, her son with Skeletor, amassed a new set of Evil Warriors, including old and new members, on the Moon of Droom.

EVOKS



1986 UK MOTU COMIC MAGAZINES

The Evoks were an insect-like race on Eternia. When a meteor impacted the ground near their village, they carved it into a statue and honored it in a special ceremony. It was discovered that whoever held the statue could transfer their consciousness into the body of another or into any machine.

FALCONS



1986 BRAZILIAN EDITORA ADRIL MOTU COMICS

The Falcons were a group of warmongering evil-doers led by the barbaric warrior Baal. The evil Falcons were considered "friends" of Skeletor.

FIGHTING FOE MEN

TITLE:

Evil Eternian Pirate Clan

PILOTING:

2008 MOTU CLASSICS

A group of pirates called the Fighting Foe Men conquered the Valley of Gnarl and the surrounding area after the Great Wars during the age of Preternia. The clan was composed of three warriors—Shield Maiden Sherrilyn, Ditzroyer, and Dawg-O-Tor. They built impressive war vehicles, including the Roton and the Talon Fighter, with which they terrorized the inhabitants of Eternia.

Eventually, the Fighting Foe Men were defeated by Viktor and magically frozen inside a glacier for over five thousand years. After Hordak found and freed them, they fought as members of the Horde during the Second Ultimate Battleground.

Shortly after the battle, Ditzroyer revealed his secret allegiance to the Evil Warriors. He betrayed Shield Maiden Sherrilyn and Dawg-O-Tor, who subsequently allied themselves with Randor's forces in an effort to make reparations for past misdeeds.

FIRE PEOPLE



1983 FILMATION MOTU ANIMATED SERIES

The Fire People were a relatively peaceful flame-like race of strong warriors on Eternia that guarded the Spellstone. Led by King Helios, they possessed fiery tempers to match their bodies.

FIRE SPRITES



1986 UK MOTU COMIC MAGAZINES

The Fire Sprites were powerful elementals who dwelled in warm places, such as the inside of stars. They were known only in legend on Eternia. When an alien sun passed too close to their home of Incendria, it tore their home out of position, and the planet began to cool. Eventually, a cloud appeared over Incendria, causing the tiny area of the planet that had remained warm enough for their survival to cool completely. They were forced to flee through a dimensional portal to Eternia. The Fire Sprites settled over Eternia's Polar Icecap, melting it and causing flooding throughout the planet.

After some investigating, He-Man discovered that the cloud had been part of a curse by the evil sorcerer Wraithbinder. He worked with Queen Neja and the Sorceress to relocate the Fire Sprites to a new home on Eternia's sun.

FIRST ONES



SORCERY

1985 FILMATION POP ANIMATED SERIES

The First Ones were living spirits of flame who were said to be the founders of Etheria. They dwelled in the Cavern of Fire, far beneath the Crystal Castle. Their magic was extremely powerful. They were able to repair the jewel in the Sword of Protection after it had broken.

1986 UK POP COMIC MAGAZINES

The UK POP comics gave a completely different depiction of the First Ones. The original guardians of Etheria, the First Ones appeared to be elderly humans who founded the Etherian civilization in its ancient past. Light Hope in the Crystal Castle retained knowledge of many of their secrets.



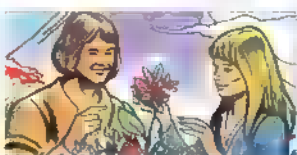
FISH MEN



1983 FILMATION MOTU ANIMATED SERIES

The Fish Men were Mer-Man's savage servants. They were thinner and less muscular than their master and possessed decidedly lower IQs.

FLOWER PEOPLE



1984 UK WORLD MOTU ANNUALS

Ruled by Princess Lorama, the Flower People lived in the Mountains of Molock, which were covered in their beautiful flowers. They sold all kinds of flowers to the vendors of the marketplace in Eternos save one—a flower which was so powerful its perfume could put ordinary humans into a deep and untroubled sleep.

FORGOTTEN ARMY



1986 UK MOTU COMIC MAGAZINES

The Forgotten Army was raised by the sorcerer Polk and was composed of two separate warring tribes from Amerios Island. He ripped them out of history and brought them to his world with his Time-Bomb, training them to be his ultimate force to conquer the universe. He kidnapped both the Heroic and the Evil Warriors from Eternia with the intention of transferring their powers to his army before banishing them into Eternia's ancient past.

Roboto, unaffected by Polk's power-draining mechanism, called upon the Elders, who, using the Power of Grayskull, defeated the Forgotten Army.

FREE PEOPLE OF ETERNIA

2008 MOTU CLASSICS

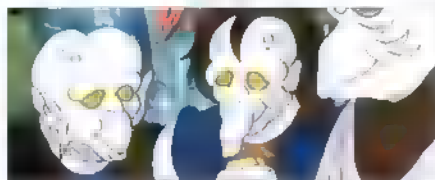
The Free People of Eternia were the natives of the continent of Preternia. They were ruled by the Snake Men until King Grayskull won their freedom. The Free People included many races, among them humans, Qadians, Caligars, Andreenids, Avionians, and Speleans. During the Great Wars, King Grayskull and He-Ro fought for the Free People against King Hssss and later Hordak and his invasion force.

After the First Ultimate Battleground, the landscape of Eternia changed, but the natives remained known as the Free People. Five thousand years after King Grayskull's death, the Free People had grown isolated from one another. King Randor and his wife Marlena ruled over the Free People and worked to unite them, recruiting their leaders into the Eternian Council.

FREON MUTANTS

1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES

The Freon Mutants were a group of Primans who had crash-landed in the mysterious area of Denebria known as Freon. The atmosphere of Freon gradually caused them to mutate over a number of years. They were eventually rescued from Freon and returned to Primus.



GALACTIC COUNCIL

1984 UK WORLD MOTU ANNUALS

The Galactic Council met in Galactic City on Primus and was composed of members from across the planet. It was their ability to work in concert that allowed Primus to thrive for many years.

1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES

The Galactic Council was the governing body of the Tri-Solar System and was based on Enos. They wielded enormous power and influence, but did not interfere in conflicts directly. They were led by a large alien.



GALACTIC GUARDIANS

1984 UK WORLD MOTU ANNUALS

The Galactic Guardians, also known as the Warriors of Primus, were tasked with protecting Primus from the evil Galactic Mutants. They were specially trained warriors with unique abilities and talents.

1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES

The Galactic Guardians were an elite team of warriors selected from recruits to the Priman military. They were tasked with the defense of the planet and the leadership of Primus's army. Each member had a unique ability or specialty.

The Galactic Guardians were initially headed by Captain Hydron, but He-Man began overseeing the group upon his arrival in the future. The group started small and added new members over time.

2008 MOTU CLASSICS

The Classics canon changed the name of the Galactic Guardians and redefined their role in the mythos. The Galactic Protectors were an order of intergalactic warriors from the Tri-Solar System who protected the planet Primus and other peaceful worlds from the Space Mutant Goon Squad.



Flipshot
Hydron
Mara
Master Sebrin

OTHER NAMES
Warriors of Primus
Galactic Protectors

Darius, knowing of the prophecies foretelling that the Twins of Destiny would defeat the Horde Empire, sent Agents Hydron and Icarus to Eternia in order to find the twins and bring them back to Primus. He-Man and She-Ra agreed to travel to the Tri-Solar System onboard the *Starship Eternia*, and for five years they fought the Space Mutants and the Horde Empire alongside the other Galactic Protectors. After both the Protectors and the Space Mutants suffered heavy casualties at the Battle of Fetra IV, they chose to call a truce in order to defeat Horde Prime. With the *Starship Eternia*, the Galactic Protector Icarus piloted the twins and Skeletor to Horde World itself and teleported them to the surface, where they fought Horde Prime.

GALACTIC PATROL



1986 UK MOTU COMIC MAGAZINES

The Galactic Patrol was a unit of interplanetary lawmen tasked with pursuing intergalactic criminals and bringing them to justice.

GAR

SPECIAL ABILITY
Sorcery
Technology

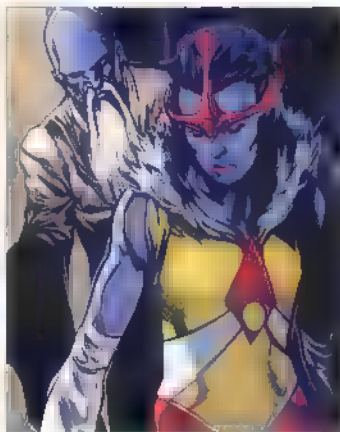


IMAGE COURTESY OF DC COMICS

2008 MOTU CLASSICS

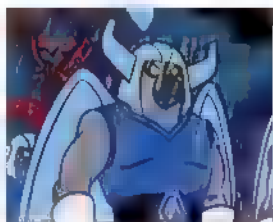
The Gar were a rare blue-skinned race who lived on Anwat Gar—an island off the coast of the ancient continent of Preternia. They lived in four ring-shaped cities and possessed technology advanced enough to allow them to operate a spaceport and build star cruisers. During the Great Wars, the rampaging giant Megator attacked Anwat Gar, destroying part of at least one city. Following the Great Wars, Anwat Gar was reduced to only a few small isles, and the Gar terrorized Eternia with their advanced technology, resulting in millennia of hatred and distrust.

Upon his death, Prince Keldor's final words to his nephew, He-Man, were an appeal to end the discrimination against the Gar people.

2012 DC MOTU COMICS

The 2012 DC comics presented a somewhat different history of the Gar people. During King Grayskull's time, the Gar were noble and loyal friends of the king, producing some of the finest craftsmen and philosophers in Eternia. As a result of King Hssss's manipulations, the Gar plotted Grayskull's assassination by his trusted Gar handmaiden, Saryn. Thereafter, the Gar were looked upon with extreme prejudice and distrust.

GARGONS



ABILITY
Flight

1983 FILMATION MOTU ANIMATED SERIES

Gargons boasted bird-like facial features and muscular physiques. Some possessed large wings. Queen Balina had a group of well-armed and loyal Gargon warriors.

GARGOYLES

**1986 BRAZILIAN EDITORA ADRIAL MOTU COMICS**

The living gargoyles of Xarkoran watched over the city and were under the evil Gorgone's control via her Solar Amplifier. They were man sized, incredibly strong, and could fly with their bat-like wings. When the Solar Amplifier was destroyed, the gargoyles turned on Gorgone.

1987 ITALIAN MAGIC BOY MAGAZINES

The gargoyles of Primus were horrific creatures of legend. Long in the past, during a terrible cataclysm, the gargoyles poured forth from the very bowels of Primus. Unnamed ancients suc-

cessfully pushed the creatures back into the crevices from which they emerged, although an earthquake caused the gargoyles to emerge once again. Vicious living statues born from the incandescent magma of the planet, the gargoyles flew through the air on bat-like wings and spat fire from their mouths. The gargoyles fed on people's fears and thus could be defeated when the Primans calmly put their fears aside, despite the terror being unleashed around them.

**2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES**

Flying on bat-like wings, Beast Man's gargoyle spies were gray, man-sized creatures with pointed ears. They could relay sensitive information back to Beast Man and were instrumental in the instigation of a sky war when Evil-Lyn used a Spell of Seeming to disguise them as Avonian warriors and Andreenids, respectively.



GEM-MEN

1986 UK MOTU COMIC MAGAZINES

The Gem-Men were the loyal subjects of Queen Neja who had been transformed into living gems by the sorcerer Wraithbinder. They assisted their queen in traveling throughout the universe in search of the Nightworld, to which her fiancé had disappeared. The Gem-Men were restored to human form upon the couple's reunion.



G'HOAT MEN

SPECIAL ABILITY
Strength

2008 MOTU CLASSICS

The G'hoat men dwelled in Eternia's Northern Mountains. They were the only intelligent humanoid race susceptible to the mind-controlling powers of the Beast Men.

GIANTS

SPECIAL ABILITY
Technology

1984 GERMAN MOTU AUDIO PLAYS

Originally, the giants came from a planet they regarded as the most beautiful in the universe. Through carelessness and pollution, they nearly destroyed it. The giants left with the intention to return in three hundred years, after their world had had time to heal.

The giants settled on Eternia during its distant past and built an enormous city out of what appeared to be glass. They were led by a warrior-priest and worshiped an orb called the Sanctuary, which enabled time travel. When they left to return to their own world, they destroyed everything in the area of their city, thus creating the Sands of Time.

The giants were also responsible for the existence of Skeletor, as they had channeled all of the evil from their world and themselves into a skull-faced being and sent him away through the time stream.

2008 MOTU CLASSICS

In Classics, the giants were large beings who lived in the Mountains of Perpetua on Preternia and were known to keep herds of dinosaurs. Many of them joined forces with King Grayskull and the Free People of Eternia for the Great Wars and helped build the Three Towers of Eternia as well as Castle Grayskull from a single enchanted stone.

GLEANONS



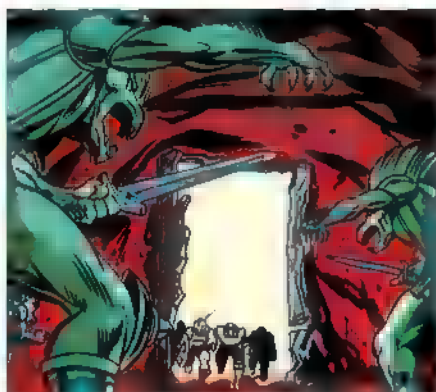
1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES

The Gleanons were natives of the planet Necron, which they shared with the Mytes. Unlike the Mytes, they were a savage warrior race who sought complete domination of their planet. They dwelled in their mountain fortress, Belpine City.

2008 MOTU CLASSICS

The Gleanons were an alien race led by the Space Mutant Crita. They fought against Mara and the Mytes on the planet Necron.

GNOLLS



1983 MOTU MINICOMICS

Gnolls were vicious creatures who served Geldor. They had green skin and a ridge of spines down their backs. They wore armor, wielded swords, and had the ability to drain an enemy's strength by looking at them. They could be driven away by forcing them to gaze upon their own hideous reflections.

1983 LADYBIRD MOTU BOOKS

The Gnolls were depicted very differently in the Ladybird books. Dwelling in caves throughout Eternia, the Gnolls resembled humanoid hyenas with reddish-brown fur. They carried swords and shields and boasted hooves for feet. They would attack and pillage without warning and were incredibly vicious. Skeletor occasionally used them as soldiers during battles against the Heroic Warriors.



GOBLINS

Advanced Technology



1983 FILMATION MOTU ANIMATED SERIES

The goblins were a technologically advanced race who wanted to dominate Eternia. Led by General Tataran, they often warred with other races but would happily serve Skeletor if the price was right. Some of General Tataran's goblin soldiers wore jetpacks, lending themselves a great height advantage in combat. Their physiology lacked a heart.

1985 POP WORLD ANNUALS

The goblins of Etheria were a mischievous lot of magic users. Some of the attendees of Angella's Enchanters' Eve party were goblins.

GODS OF THE MULTIVERSE

2008 MOTU CLASSICS

The Gods of the Multiverse were the immortal and omnipotent beings who collaborated to create the universe from their Hall of Power. Their head architect was Standor, whose unlimited imagination fueled their magical energies with a creative force. After they had created the Multiverse, Standor sent the Aura of the Gods sweeping through the Five Dimensions, giving rise to all forms of intelligent life. The Overlords of Trolla contained the Aura of the Gods and the Star Tree in the Temple of Power. They later infused the power into the Sword of He.

GORGANS



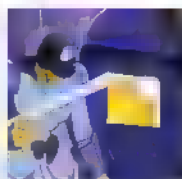
1983 GOLDEN MOTU BOOKS

The Gorgans were an apparently entirely female race whose hair was made of snakes. They could turn people into stone.

GORN CITY POLICE

1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES

The Gorn City Police were black-armored officers who served the sheriff as the city's police force.



GORN CITY TAILORS

1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES

The Gorn City Tailors were a fussy group of Mutants who ran a tailor shop in Gorn City. They provided the Mutants with disguises, including those which allowed them to pose as West-Star workers.



GRAND COUNCIL OF UNIVERSAL MAGIC



1986 UK MOTU COMIC MAGAZINES

The Grand Council of Universal Magic was a group of mages who ensured that sorcerers throughout the universe were using their powers for good. They

had the authority to test magicians' worthiness and revoked their magical abilities when necessary.

GRAY ONES

Magic

1984 GERMAN MOTU AUDIO PLAYS

The Gray Ones were shadowy, wraith-like beings who lived within a region of the Mystic Mountains. It was forbidden to travel to or even fly over their lands, and those who dared never returned.

GREAT REBELLION

Bow
Castaspella
Frosta
Glimmer
Kowl
Queen Angella
She-Ra

1985 FILMATION POP ANIMATED SERIES

The Great Rebellion was a band of freedom fighters struggling to liberate Etheria from an oppressive and tyrannical Horde regime. It was led by Adora, who took over from Glimmer after defecting from the Horde. The Rebels operated primarily from the Whispering Woods and Castle Bright Moon, though they could be found throughout all Etheria, and encompassed all ages and races.

**1985 GOLDEN POP BOOKS**

In contrast to the Filamation series, it was Angella who led the Great Rebellion on Eternia in the Golden books.

2008 MOTU CLASSICS

The Great Rebellion's activities were expanded in the Classics canon. When Hordak abandoned Eternia to invade Eternia, She-Ra and many key members of the Rebellion left Eternia to join forces with the Renegade Masters of the Universe. They fought in the Second Ultimate Battleground on Eternia, and returned fifteen years later, to take part in the Third Ultimate Battleground.

GREEN TIGER TRIBE

IMAGE COURTESY OF DC COMICS

2008 MOTU CLASSICS

The Green Tiger Tribe was an Eternian group who gave the liger cub Prince Granger to King Grayskull as thanks for saving their home from Gar pirates. Granger grew up to become King Grayskull's faithful steed, Battle Lion. Millennia later, the tribe was again responsible for matching a young hero with his future steed. Prince Adam saved the Green Tiger cub Cringer from a Parek-Narr attack. The grateful cub became Adam's devoted companion and later Battle Cat, transformed by the Power of Grayskull.

GREENVALE VILLAGERS**1985 FILMATION POP ANIMATED SERIES**

The Greenvale Villagers, led by King Gruff, were peace-loving creatures that were rabbit-like in appearance. They had very little understanding of war and would not help the Rebels who fought the Horde to defend their kingdom.



Bow, Kowl, and Madame Razz were among their key members, and Queen Angella served as their figurehead.

As the largest organization outside of the Horde, and certainly the Horde's greatest threat, many of the more prominent Rebels often traveled in disguise to avoid being recognized. When not actively in combat against the Horde, the Great Rebellion collected and delivered supplies and recruited new members.

Among the more prominent and active supporters of the Great Rebellion were Castaspella, Mermista, Frosta, the Sea Hawk, and the Twiggets.

GROLLS

Flight

**1986 UK MOTU COMIC MAGAZINES**

Grolls were evil flying creatures found in the Sleepy Vale. As the vale's scent induced drowsiness, they would take advantage of those who passed through, especially wealthy merchants, and rob them. Visitors to the Sleepy Vale often collected Star Blossoms, which counteracted the vale's effects. The Grolls took to waiting near the Star Blossoms and springing surprise attacks on unwary travelers.

GUARDIANS OF ETHERIA

Sorcery

1986 UK POP COMIC MAGAZINES

Centuries before the Crystal Castle was built, the Guardians of Etheria were an elfin race who protected the planet. They built many fortresses in magical locations, including the legendary Freedom Castle. After they mysteriously vanished, it was said that their spirits walked the halls of Freedom Castle.

**HARPIES**

Flight

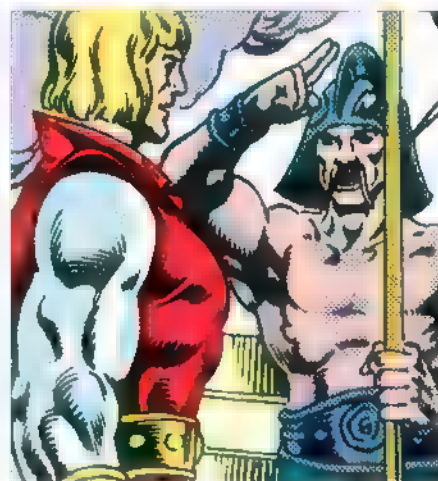
1985 FILMATION POP ANIMATED SERIES

Commanded by Hunga, the Harpies of Talon Mountain were heartless feathered sisters with



huge wingspans, clawed hands, and bird legs. They were a threat to the Great Rebellion but not affiliated with the Horde. Fiercely territorial, they enslaved trespassers within their lands. Though

Hunga's status among them was elevated due to her use of magic, the rest of the Harpies were simple warriors who looked nearly identical and wielded clubs.

HELIOANS**1986 MARVEL STAR MOTU COMICS**

The Helioans resided in the levitating city of Helios. High above the surface of Eternia, they feared little save the Mind Beast.

HE-MEN**2008 MOTU CLASSICS**

Throughout the ages, the He-Men were heroic warriors chosen by the Goddess from each generation to guard the split halves of the Sword of He. They took their name from the sword they guarded, and their adventures perpetuated the legend of He-Man. By the time Prince Adam was born, five thousand years after Queen Grayskull split the sword, the legend of He-Man as the hero protector of Eternia had been well established. Oo-Larr, Wun-Dar, and Viktor were among the ranks of the He-Men prior to Prince Adam.

HEROIC WARRIORS

MEMBERS

He-Man
Man-At-Arms
Man-E-Faces
Orko
Ram Man
Stratos
Teela

Masters of the Universe
Masters
Heroic Defenders



1983 MOTU MINICOMICS

The Heroic Warriors were the group of brave fighters led by He-Man who served King Randor and Queen Marlena. They protected Eternia and Castle Grayskull from Skeletor and his Evil Warriors, Hordak and his Evil Horde, King Hiss and his Snake Men, and other evildoers.

2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES

The Masters of the Universe were a group of warriors first serving under Captain Randor as Defenders of Eternia and later as Masters following Man-At-Arms' leadership. Some long-serving members, like Stratos and Ram Man, had been with the team since Captain Randor's time. Inspired by He-Man, new recruits such as Sy-Klone later joined to defend Eternia.



2008 MOTU CLASSICS

The Masters of the Universe were a team of heroic warriors who fought to defend Eternia from the forces of evil throughout its history.

In Eternia's ancient past, King Grayskull assembled the first Masters of the Universe to fight in the Great Wars against the oppression of the Snake Men, and later against the invading Horde. They participated in the construction of the Three Towers connecting the factions and their territories for a brief period. Before long, the truce was broken, and the Masters were engaged in a three-way war with the Horde and the Snake Men. King Grayskull's Masters of the Universe took part in the Ultimate Battleground. There, they defeated the Horde and drove the Snake Men into hibernation.

Five thousand years later, Grayskull's descendant Randor assembled a new generation of Masters to help him end the Great Unrest. Some years later, Skeletor and his warriors breached the Mystic Wall and returned to threaten Eternia, forcing the Masters of the Universe to oppose them. Man-At-Arms commanded the Masters until Prince Adam became He-Man and assumed leadership of the group.

1983 GOLDEN MOTU BOOKS

In the Golden books, the Heroic Warriors were also known as the Masters of the Universe.



1984 GERMAN MOTU AUDIO PLAYS



The heroes of the German audio plays were called the Masters of the Universe, or simply the Masters, and their base of operations was in the city of Eternis. The primary members were He-Man, Man-At-Arms, Teela, Orko, and Battle Cat, though the group as a whole was quite large. They were a tight-knit band of friends, drawn together to defend Eternia.

1986 UK MOTU COMIC MAGAZINES

The UK comics stated that when Prince Adam assumed the Power of Grayskull, he realized he would need allies to aid him in his battle. He put out a call across Eternia for the bravest and noblest of warriors to join him. As his adventures frequently took him to other worlds, his band of heroes grew to include many who were not native to Eternia. He named his warriors the Masters of the Universe.



After Skeletor banished King Randor to Despondos and assumed the throne, He-Man and his Heroic Warriors were forced to become the Renegade Masters of the Universe, taking refuge in the caverns of Tundaria.

As renegades, the Masters fought for Eternia's freedom from Skeletor while simultaneously keeping the Snake Men at bay. When Hordak returned to Eternia, the Masters joined forces with a portion of the Great Rebellion, who had followed him there.

Skeletor and his Evil Warriors joined forces with the Masters of the Universe for the Second Ultimate Battleground. United, the Masters, Rebels, and Evil Warriors fought in the Second Ultimate Battleground, where they defeated both the Horde and the Snake Men.

Fifteen years after the Second Ultimate Battleground, the newly crowned King He-Man assembled a new group of Masters of the Universe, composed of warriors both old and new. However, not long after He-Man's coronation,

Eternia fell under attack by the Horde warrior-queen Despara and the Unnamed One. The new Masters took refuge in the caverns of Tundaria.

King He-Man sent his son, Dare, the new wielder of the Sword of He, back in time to escape the Unnamed One and learn how to counter his evil magic. Upon his return, Dare led the new Masters of the Universe to victory against the Unnamed One in the Third Ultimate Battleground.

HORDE PATROL UNITS

2008 MOTU CLASSICS

Horde Patrol Units were enforcers who protected Horde space and resources from mercenaries, pirates, and thieves.

HORDE TROOPERS

TITLES

Evil Mechanical Enforcers of Hordak

SPECIAL ABILITIES

Combat

1983 MOTU MINICOMICS

In the minicomics, Hordak produced Horde Troopers with a machine which extracted matter from the ground and transformed it into the perfect warriors. Relentless and nearly indestructible, they possessed one weakness—if struck in the center of their chest, they would fall to pieces.

1983 KID STUFF MOTU RECORDS

In a unique depiction, the Kid Stuff records featured Horde Troopers as gray humanoid beings with pointed ears. They wore bullet-shaped metal helmets, had silver-blue armor, and spoke in distorted voices. More than two dozen Troopers could overpower He-Man, and when Comet Warriors charged toward the Troopers, they would quickly jump to avoid being crushed.

1984 GERMAN MOTU AUDIO PLAYS

After initially arriving on Eternia along with Hordak, more Troopers entered the planet at a later time through the Ghost Gate. Described as gray knights, the Horde Troopers' only weakness was said to be their red chest emblems.



1985 FILMATION POP ANIMATED SERIES

Though the Horde had its share of powerful and dangerous warriors, the Horde Troopers were a key factor in maintaining its dominance on Etheria, due to their sheer numbers. Early on in the Filmmation POP series, it seemed as though the Horde Troopers were humans wearing armor, but over time, it became clear that they were robots. The Horde produced incredible numbers of them in factories set up across the planet.

The Horde Troopers were relatively easy to fool and could be disabled by exposure to water, but it was the Horde's seemingly inexhaustible supply of them that proved the most serious challenge to the Great Rebellion.

The Horde Troopers used a variety of armaments; most prominent was a long, baton-like device with a sphere at one end which produced powerful blasts of energy. Another was a rocket launcher.

Variations on the traditional Horde Trooper design existed, including an early bulkier version which Hordak used during his failed attempt to conquer Eternia. Another version was equipped with what appeared to be some kind of breathing apparatus and primarily served in a sailing capacity. Why the robots needed a breathing apparatus was unclear. Some Horde Troopers were equipped with jetpacks for aerial combat.



TRIVIA Early storyboards show that inside the armor were a few different species resembling humans, reptilian humanoids, and bird-like humanoids.



1986 MARVEL STAR MOTU COMICS

In the Marvel Star comics, the Horde Troopers were mindless suits of armor brought to life by Hordak's magic. They appeared far taller than the human warriors.

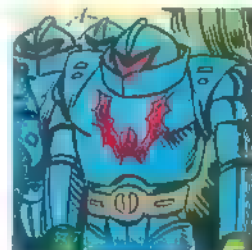
1986 UK MOTU COMIC MAGAZINES

The Horde Troopers were the Evil Horde's mechanical militia. Thousands of robotic Troopers obeyed Hordak's commands and enforced his regime across Etheria while aiding him in his battles on Eternia.

The Horde Troopers were designed and created by Hordak as an upgrade from an earlier, more basic design by Horde Prime. They were built in a large Trooper factory on Etheria, itself overseen by Troopers. It was here that new Troopers were produced for the Horde on a daily basis.

At first the Horde Troopers solely operated on Etheria, but when Hordak realized the Heroic Warriors on Eternia were too powerful for him to beat with only the few henchmen who aided him on Eternia, he transported a small portion of his Troopers there using a Space Porter of his own making.

As mindless mechanical marvels, the Horde Troopers were programmed to be completely loyal to Hordak and would only act upon his instructions. If any Troopers ever failed Hordak, he would quickly blast them apart and reduce them to scrap metal.



TRIVIA: The UK comics paid homage to other franchises with the names by which the individual Horde Troopers were addressed, such as "Trooper 007," a reference to James Bond, and "Trooper THX1138," a reference to the George Lucas sci-fi movie.



2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES

Along with an updated appearance, the Horde Troopers which appeared in the MYP animated series wielded swords.

2008 MOTU CLASSICS

Hordak created and mass-produced the Horde Troopers after he was banished to Despondos. From numerous factories he established across the planet, Hordak constructed his army to resemble his brother's armored foot soldiers on Horde

World, but instead of giving them free will, Hordak linked them to a central mechanical brain so he could program them with any command he desired.

2012 DC MOTU COMICS

The 2012 DC comics provided a very different depiction of the Horde Troopers. They were cyborg slave machines with deformed, monstrous, demon-like people of different races inside. In Preternian Troopers, purple organic parts could be seen under the helmets, but over time those had blackened. Originally prisoners of the Evil Horde whose souls were fed to Hordak and their bodies repurposed, they were obedient to a central Horde-Mind but could sometimes question orders, as when Despara stopped a Trooper from executing villagers, or react independently, like when one Trooper complimented Grizzlor's battle plans.

HORDE WRAITHS



Wizards

2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES

The Horde Wraiths (or Wizards, as they were called in the cartoon's credits) were a group of cloaked sorcerers who wielded fearsome black magic at the behest of their master, Hordak. There were at least three of them. It was the Horde Wraiths who assisted Hordak in opening the gateway to the Terrible Dimension

of Despondos in ancient times.

The Wraiths were quite eerie in appearance. Their faces were obscured by hoods, and all that could be seen of their features was their red, glowing eyes.

TRIVIA: The name "Horde Wraith" became an official part of the canon when Mattel announced the release of the 2016 action figure and used this moniker to promote it. Prior to this, the MYP end titles referred to them simply as "Wizards."

2008 MOTU CLASSICS

Hordak perfected the Gem of Horokoth to enhance and enslave magicians. Luring Gar mages on Eternia with promises of power, Hordak turned them into his Shadow Circle of mystics whose combined power helped him create the Tablet and Triad of Separation. Shadow Weaver retained her free will after the gem was destroyed during her transformation and became the Wraiths' leader.

2012 DC MOTU COMICS

In the DC comics, Hordak had at his disposal at least twelve of these Horde Wraiths, who seemed to have purple skin instead of the pale gray seen in the MYP series.

HOUSE OF MIRO

2008 MOTU CLASSICS

The House of Miro was the Royal Family of Eternia, named after their patriarch, King Miro. A human, Miro fathered his first son, Prince Keldor, with a Gar woman despite cultural distrust of the Gar. Miro recognized Keldor alongside his second son, Randor, whose mother was his human queen. The House of Miro reigned at the start of the Great Unrest. Before his defeat, Count Marzo banished Miro to the Dimension of Despondos. Public distrust of Keldor because of his Gar heritage, along with other circumstances, led to Randor being named the next king, thus bringing the House of Miro to an end and establishing the House of Randor.

HOUSE OF RANDOR

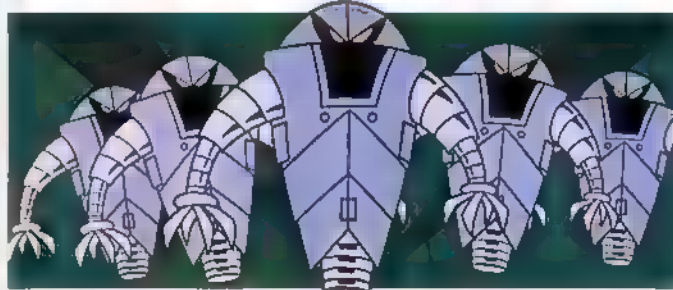
2008 MOTU CLASSICS

The House of Randor was the royal household of Eternia during the life of Prince Adam, named after its patriarch, King Randor. The house succeeded the House of Miro when the Council of Elders waived the rules of succession so that Randor could ascend to the throne.

Randor married the Earthling Marlena Glenn and fathered twin children, Prince Adam and Princess Adora, but his brother Keldor, now Skeletor, found a temporary way to bypass the Mystic Wall and kidnapped the infant Adora. Skeletor transported the girl to Hordak in Despondos before Randor's forces could stop him. Many years later, Adam reunited with his sister and convinced her to fight Hordak.

Following the Second Ultimate Battleground and the departure of He-Man and She-Ra for the stars, Randor ruled for fifteen more years until his death brought an end to the House of Randor.

HOVER ROBOTS



Evil Mindless Robot Goons

Robot Knights
Capture Bots

Flight
Transforming hands into
spinning blades
Projecting lasers from eyes
and hands

1983 FILMATION MOTU ANIMATED SERIES

Skeletor's Hover Robots, occasionally referred to as Robot Knights, were not designed to be durable but rather to be relentless and effective. They could transform their claws into spinning blades, project lasers from their eyes and hands, and pilot War Sleds. They were capable of producing simple speech feedback, but they lacked advanced processors. Skeletor used them during his large-scale assaults on Eternia.

1985 FILMATION POP ANIMATED SERIES

Hordak employed the same type of robots, referred to as Capture Bots, on Etheria in the Filmation POP series. They were used to capture enemies in their claws.

2008 MOTU CLASSICS

The Classics gave its own portrayal of the Hover Robots. Skeletor created the robots to serve as foot soldiers in his ongoing campaign against King Randor. He based their design on the schematics he stole from Hordak but improved upon them, giving them flight and making them more agile, durable, and mobile. He could command them to do virtually anything, even self-destruct.



HYPERSPACE
MONSTER WARRIORS

1984 GERMAN MOTU AUDIO PLAYS

The Hyperspace Monster Warriors dwelled within the Hyperspace Dimension and were led by Salma. Though the warriors were originally invisible, Orko cast a spell that allowed He-Man and the heroes to see them, and a terrible sight they were—even more frightful than Skeletor's Monster Warriors. They were driven by their lust for gold.

ICE DWARVES

1984 GERMAN MOTU AUDIO PLAYS

The Ice Dwarves dwelled within the Ice Caves of the Mystic Mountains and were led by Doros. Though hostile toward most foreigners, they were not evil but rather very seclusive. They were proud, believing themselves to be the most intelligent race on Eternia. They mined a rare metal that Man-At-Arms used in his inventions.

ICE THIEVES

1986 UK MOTU COMIC MAGAZINES

The Ice Thieves were strange creatures made from water who inhabited the Twilight Land. Dwelling deep within what looked like a harmless river, they would emerge unexpectedly and spring surprise robberies on trespassers. Fortunately, they were nothing more than simple robbers and were easily dealt with by the Heroic Warriors. By using his power to spin at superspeed, Sy-Klone defeated the Ice Thieves by blowing them apart and back into the river.



ICE TROLLS (I)

1983 FILMATION MOTU ANIMATED SERIES

Standing nine feet tall, the Ice Trolls had blue skin and wore bear-hide armor. They were aggressive in their actions and tribal in appearance yet used modern technology to set traps for unwary travelers. It was suggested that they were loyal to Granamyr and ensured that his privacy was maintained.



ICE TROLLS (II)

1983 FILMATION MOTU ANIMATED SERIES

A different race of Ice Trolls were diminutive beings that lived in caverns near Eternia's Weather Station. Although small, the creatures were savage and well equipped, ready to attack any that entered their territory.

ILKORTS



1983 MOTU MINICOMICS

The Ilkorts were a vicious race who lived underground beneath the Mystic Mountains. They were the mortal enemies of the Bird People of Avion. They were auburn and had fangs and horns. They wielded sharp pickaxes and pitchforks as weapons.

INNER COUNCIL



1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES

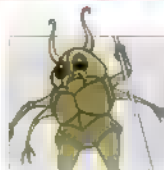
The Inner Council was the ruling body of Primus and vital to the planet's existence. They resided in crystal tubes connected to the Vasionic Resonator, and their mental energies powered Primus's protective shield.

For a brief period, Skeletor replaced the Inner Council with clones under his control which he had tricked the Primans into producing with the Super Computer.

INSECT PEOPLE

1983 FILMATION MOTU ANIMATED SERIES

The Insect People lived beneath the Mystic Mountains until a plot by Skeletor to deplete Eternia's oxygen supply nearly caused their extinction. They relocated and built a village near Rose Mountain. They were led by Shaman and Garth.

INTERGALACTIC
AUTHORITARIAN PATROL

1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES

The Intergalactic Authoritarian Patrol was a law enforcement agency which operated in the Tri-Solar Galaxy. They took custody of some of the more dangerous renegades.

INTERGALACTIC FOUNDATION

1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES

The Intergalactic Foundation was a scientific organization that hosted the Mind of the Millennium award at their space station.

INTERGALACTIC LAW AGENCY



1986 UK MOTU COMIC MAGAZINES

The Intergalactic Law Agency was an intergalactic police force responsible for protecting the galaxies from crime. They received calls about the notorious criminal Galen Nycoff on a daily basis and devised a clever scheme to trap and imprison him on Prisonstar.

INTERGALACTIC POLICE



1983 FILMATION MOTU ANIMATED SERIES

The Intergalactic Police, attired in paramilitary uniforms and helmets, patrolled the universe in pursuit of criminals. They carried handheld electronic devices which displayed images and information about wanted criminals.

A panel slid over the devices' screens when they were not in use.

INVISIBLE GNOMES

ABILITY

Superhuman strength
Magic

1984 GERMAN MOTU AUDIO PLAYS

The Invisible Gnomes were an evil race who lived within the Mystic Mountains near Avion. They desired the destruction of the Avionians. They took the opportunity to attack when Skeletor damaged the Tree of Dying Time and weakened Avion's magical protection. They finally were forced out of the city when He-Man moved a large rock to a position that restored Avion's magical protection.

JEWEL WARRIORS



1986 UK MOTU COMIC MAGAZINES

Magically created by Shadow Weaver, the Jewel Warriors were conjured from nothing with a wave of her hand. He-Man dispatched them easily by producing sound waves with his sword, which caused them to fall to pieces.

JOYBRINGERS



1986 UK MOTU COMIC MAGAZINES

The Joybringers were a race of pixie creatures who annually celebrated the winter season on Eternia by sprinkling some of their Joy-Dust across the Eternian land. It was a magic substance of which only they knew the secret. The Joy-Dust warmed the hearts of people and animals all across Eternia and helped brighten their moods amid the gloom of winter.

JUNGULIANS



1986 UK MOTU COMIC MAGAZINES

The Jungulians were the inhabitants of the planet Jungulia. They were a hairy, savage, wild species with a long lifespan and great strength, but despite their feral nature they were peaceful and humane. When Jungulia was attacked by the evil Slitherians, the Jungulians defended their world and defeated the Slitherians. One of their number, Grizzlor, at 428 years old a child by Jungulian standards, was led astray after stumbling upon a crate of deadly weapons (possibly left over from the Slitherian War) and wound up in the service of the Evil Horde.

KEX

1983 MOTU MINICOMICS

The Kex were a race of benevolent underground insect people who served a noble queen. They laid eggs and tended to them in hives. Pink and black, they had pointed craniums and large, translucent wings, though it was unclear if they could fly.



2008 MOTU CLASSICS

The Classics canon stated that the Kex lived in an underground kingdom of Subternia. They were related to the Andreenids and the Arachna Spider Warriors.

KLYBIAN LIZARD MEN

2008 MOTU CLASSICS

The Klybian Lizard Men of the planet Draphos were a reptilian race whose DNA became one of three strains used by the Unnamed One to create the Snake Men. At least one of the Lizard Men, the mercenary and criminal Saurod, hated the Snake Men for diluting his own species. He took up arms against them during the Second Ultimate Battleground.

KNIGHTS



1985 FILMATION POP ANIMATED SERIES

The Knights were intimidating warriors conjured to serve Queen Mortella who were adorned from head to toe in imposing armor. When the Knights spoke, the eyes of their helmets would glow. The Knights disappeared when Mortella was defeated by Castaspella.

KOALA PEOPLE



1986 UK POP COMIC MAGAZINES

The Koala People were an Etherian race of human-koala hybrids. When the Fright Zone expanded to encompass their village, they fled and established a new home near the Blue Mountains.

KOBOLDS



1983 MOTU MINICOMICS

The Kobolds were a race of sadistic creatures who served the evil Lodar. They were purple and had strange blue faces, large black eyes, and bony protrusions down their backs. The warlike creatures could speak, though they did so in a brutish, simplistic way. They tended to attack using longswords.

KON-SEALS



Hiding

1985 FILMATION POP ANIMATED SERIES

The Kon-Seals, such as Loo-Kee, were a race of rainbow-colored creatures who lived on Beast Island. Little was known about them except that they would sneak unnoticed through Horde encampments and bring food to the prisoners.

KRIBLEEN INSECTOIDS

2008 MOTU CLASSICS

The Kribleen Insectoids came from a muddy planet in the Glubbox Galaxy. They were vampires who ambushed and stung their prey before draining them of their blood. Bliddeon Black, better known as Mosquitor, left his race to join the Horde rather than live with his own kind.

KROOMS



1983 FILMATION MOTU ANIMATED SERIES

The Krooms were a race of savage, pig-like beings on Trolla. Though dangerous in large numbers, they were rather dull witted.

KRYON TRIBE

1986 UK POP COMIC MAGAZINES

The Kryon Tribe was a clan Adora was due to visit when she was drugged into unconsciousness by Hordak and sent out into the Etherian Ocean in a small boat.

KULATAKS

2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES

The Kulataks were an intelligent, yeti-like people that lived in the village of Stilia in the Ice Mountains on Eternia. They stood tall and could move quickly



on all fours. They bared sharp fangs and claws when hunting down trespassers in their caverns. They mined Eternium, which they considered to be their most vital resource, and were wary of

anyone who might steal it. To reward the Masters of the Universe for defending the Eternium and his people's home, the Kulatak elder agreed to an alliance with Eternos and supplied Man-At-Arms with some of their metal for the construction of a prison designed to hold the Evil Warriors.

2006 MOTU CLASSICS

The Classics gave a different version of Kulatak lore. For many years, Eternians believed the Kulataks were only a myth until Skeletor attempted to steal Eternium from their mines. Afterward, they allied with King Randor's Masters of the Universe and fought in the Second Ultimate Battleground.



LARENES

1984 GERMAN MOTU AUDIO PLAYS

The Larenes were a spacefaring race of conquerors who existed a few hundred years before He-Man's time. They planted bombs on various worlds and threatened their inhabitants with total annihilation if they were not accepted as rulers. At some point, the Larenes destroyed themselves, leaving nothing but their hedgehog-shaped bombs behind.

LAVA-MEN (I)



1983 GOLDEN MOTU BOOKS

The Lava-Men were dimwitted and lumbering creatures that sprung from the heart of a volcano. They guarded one of the three pieces of the Sunbird and were easily fooled into destroying each other by Teela.

LAVA-MEN (II)

1988 BRAZILIAN EDITORIAL ABRIL POP COMICS

The Lava-Men of the Brazilian POP comics were gray, rock-like beings who lived in a burning desert in another dimension. They carried basic spears, wore loincloths, and rode upon reptilian beasts of burden. The River of Lava sustained them; if the river were to disappear, they would not be able to survive. Thinking they could make a slave of Princess Adora, they brought her to their leader Gofu. Gofu, not wanting a slave, expressed his desire to save his people from impending disaster.



LEONATS

1986 MOTU NEWSPAPER STRIPS



The Leonats were small, meerkat-like creatures who lived on the planet Naxos. While they appeared to be simple animals, they were sentient creatures with their own society. Two of their most prominent members were P'Nath and T'Rass.

LEPRECHAUNS



1985 POP WORLD ANNUALS

The Leprechauns of Etheria were tiny bearded men with green hats and coats. A few of them attended Angella's Enchanters' Eve party.

LION PEOPLE

1985 POP WORLD ANNUALS

The tribal Lion People made their home beside a river in the Valley of the Lion People. Through the ages, they were protected by the magical Gong of Leona.



LIZARD MEN

2008 MOTU CLASSICS

The Lizard Men were a cold-blooded race of Eternian reptilian humanoids with a genetic connection to the Snake Men. Despite this biological link, at least one Lizard Man, Gayn, joined the Masters of the Universe. However, Gayn's heroism did not end the Eternians' discrimination against the Lizard Men because of their connection to the Snake Men.

LOST MAGES

SPECIAL ABILITIES

Sorcery

1984 GERMAN MOTU AUDIO PLAYS

The Lost Mages were a group of extraordinarily powerful sorcerers who lived a thousand years back in Eternian history. They died and disappeared under unknown circumstances but had inscribed much of their knowledge onto a nearly indestructible tablet. In present-time Eternia, the souls of the Lost Mages almost succeeded in returning to life.

MAGES OF THE INESCAPABLE

SPECIAL ABILITIES

Sorcery

1987 GERMAN EHAPA MOTU COMICS

The Mages of the Inescapable were a group of sorcerers who created Klingsor—the Sword of Doom. They were apparently extinct by the time Skeletor and Hordak tried to obtain the sword.

MAGES OF THE TIMELESS ONES



Sorcery

1984 GERMAN MOTU AUDIO PLAYS

The Mages of the Timeless Ones were powerful evil sorcerers. Having lost a battle to Skeletor some years before, the mages retreated to a valley in the Vine Jungle and kept to themselves.

MAGICATS

Sorcery

FOR CATRA'S STEED, SFF BEASTS,
CREATURES & MONSTERS' MAGICAT

1985 FILMATION POP ANIMATED SERIES

The Magicats were a race of large enchanted felines who dwelled within the underground kingdom of Half Moon. They retreated there when their queen



had been taken prisoner by the Horde. In her absence, Minister Cloudfoot cared for his people with the help of Sir Tao and Pursival. The Magicats' sorcery was impressive; they could con-

jure illusions and wipe the memories of their foes. They could walk upright or on all fours and possessed the ability to speak.

MAKKINAKS

1990 NEW ADVENTURES OF
HE-MAN ANIMATED SERIES

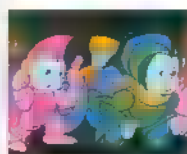
The Makkinaaks were the inhabitants of the planet Makkina. They were tall and spindly beings who had been enslaved by their own creations—the Protectons. They were suppliers of advanced weaponry.



MANCHINES

1985 FILMATION MOTU/POP ANIMATED
CHRISTMAS SPECIAL

The Manchines were a group of diminutive, cyborg-like creatures, each with unique mechanical abilities. They were led by Cutter.



MASTERS OF THE UNIVERSE:
SEE HEROIC WARRIORS

MERFOLK



1985 FILMATION POP
ANIMATED SERIES

The Merfolk were ruled by King Mersia in the underwater kingdom of Salineas. Like Mermista, they spoke with French-inspired accents and could transform their lower halves from legs for traversing land to fins for navigating the Etherian oceans.

MERLANTEANS



1986 UK MOTU COMIC MAGAZINES

The Merlanteans were the inhabitants of the underwater city of Merlantis. He-Man and Man-At-Arms visited Merlantis when Queen Marlena was turned to stone by an evil scheme of Skeletor's, for only the Merlanteans held the cure for the spell. Unfortunately, upon arrival they found that the Merlanteans were under the control of Mer-Man and were working against them. He-Man tricked Mer-Man into releasing them from his mind control, and the Merlanteans were free to help the heroes. They rebelled against Mer-Man and Skeletor and helped He-Man drive them away from their city, before providing He-Man with the cure he needed to save Queen Marlena.

MER-PEOPLE



Neptunians

1982 DC MOTU COMICS

The Mer-People were led by Mer-Man and resided deep beneath the Sea of Blackness. They were a vicious and savage race who did not regard trespassers kindly.



1984 UK WORLD
MOTU ANNUALS

The Mer-People depicted in the World annuals were more like traditional mermaids, with the tail of a fish and the upper body of a human woman.

1984 GERMAN MOTU
AUDIO PLAYS

The German audio plays referred to the race of human-fish hybrids ruled by Mer-Man as Neptunians. They were absolutely loyal to him.

METEORBS

1982 MOTU TOY LINE

The Meteorbs were egg-shaped living comet creatures that could transform from animal (or robot) form into a flying comet. There were five heroic and five evil Meteorbs. The heroic Meteorbs were Comet Cat, Ty-Grrr, Cometroid, Astro Lion, and Tuskor. The evil Meteorbs were Dinosorb, Gore-illa, Orbear, Rhinorb, and Crocobite.

1986 MARVEL STAR MOTU COMICS

Both heroic and evil factions of Meteorbs came to Eternia. They were a subset of the Comet Warriors. The heroic Meteorbs were led by Stonedar, while the evil Meteorbs allied themselves with Skeletor. The Meteorbs were fully sentient and capable of speech, and some of them could fire destructive laser beams from their mouths.



MOLE-PEOPLE



Burrowing

1986 UK MOTU COMIC MAGAZINES

The Mole-People were a peaceful underground race forced by Skeletor to construct tunnels through which he could burrow into Eternos City and attack from below. He-Man freed the Mole-People, and they helped him drive Skeletor away from their home. The Mole-People helped He-Man return to the surface world and pledged to aid the Heroic Warriors in their fight against Skeletor. He-Man arranged for Royal Guards to be sent to the Mole-People's home to protect them against any future attack.

MONKEY MEN

1987 POWER TOUR

The Monkey Men were a mysterious race of simian beings from the land of Zot.

MONSTROIDS

Transformation

1985 FILMATION
MOTU/POP ANIMATED
CHRISTMAS SPECIAL

The Monstroids were a group of large robots who could transform from humanoid forms into vehicles equipped with heavy weaponry. Led by Number One, they were an independent faction on Etheria. They occasionally allied themselves with the Horde in an attempt to gain favor with Horde Prime.

MOSS PEOPLE

1986 UK MOTU
COMIC MAGAZINES

The Moss People were the inhabitants of the planet Florania. Preyed upon by the savage lizard creatures that populated Florania, the Moss People had evolved to change their skin's appearance, allowing them to blend in with the plants around them and hide from their enemies. They were able to mentally control the color and texture of their skin so it could take on the exact details of flowers, trees, and bushes, and they also possessed the ability to telepathically control plants. The Moss People lived in peace until Florania was attacked by the Horde Empire, which destroyed their jungle cover and rendered their camouflage power useless. They were reduced to poor travelers, desperately trying to find food and shelter in their ravaged world. A young member of their race managed to infiltrate the Horde mother ship orbiting Florania, where he challenged the Horde and drove them away from the planet. Following this, he wound up on Eternia, where he joined the Heroic Warriors and became known as Moss Man.

MOUND FOLK



1986 UK POP COMIC MAGAZINES

The Mound Folk were a peaceful, magical, dwarf-like race who resided in the Valley of the Lost. Many Etherians believed they were simply the product of fairy tales. If captured, they were obliged to grant their captor a wish in exchange for being set free. They enjoyed longevity, often living to be over four hundred years old. They were powerless against iron, which could be used to imprison them.

MOUNTAIN ELVES



1986 UK MOTU COMIC MAGAZINES

The Mountain Elves were inhabitants of the Mountains of Mourne. They were a peaceful race temporarily turned aggressive by a solar eclipse on Eternia.

MUTANT GOON SQUAD

2008 MOTU CLASSICS

The Mutant Goon Squad was a unit commanded by Flogg in the Tri-Solar System. They enforced the will of the Horde Empire until Skeletor recruited them to help him conquer it. Prior to their change of allegiance, the Goon Squad operated from various bases, including a hideout in Gorn Crater and the camp city of Diobo on Denebria. At the behest of his Horde commanders, Flogg regularly launched raiding parties against Denebria's sister planet, Primus, whose guardians were the Galactic Protectors.

MUTANT TROOPERS

1990 NEW ADVENTURES OF HE-MAN
ANIMATED SERIES

The Mutant Troopers formed the bulk of Flogg's army. They were heavily armored and well-trained foot soldiers capable of piloting all Mutant vehicles. They were expected to show respect to Flogg by saluting in his presence.

TRIVIA: The Mutant Troopers appeared in two different styles; some wore black upper armor while others boasted lilac highlights.

MYTES



1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES

The Mytes were a race native to the planet Necron, which they shared with the Gleanons. They were a peaceful race eager for contact with new species. The Mytes were short orange-skinned creatures. They had a powerful space force and resided primarily in their capital city of Sorton.

2008 MOTU CLASSICS

The Mytes were a race of aliens on the planet Necron who declared Mara, the heroic ambassador of peace, their queen. Alongside Mara, the Mytes fought the Space Mutant Crita and her army of Gleanons.

NERBS



1983 FILMATION MOTU ANIMATED SERIES

The Nerbs were odd little beings made of energy who were loyal to Negator. They wore long blue cloaks, spoke a unique language, and could transfer their energy to Negator when required. Apparently skittish, they often cowered behind their master.

OBSERVATORY DEFENDERS



1989 HE-MAN MINICOMICS

The courageous defenders of the Titus Observatory wore yellow helmets and armor. They were stationed at the observatory on the Priman landmass called Titus. It's likely that they primarily worked as technicians at the observatory, since they were quickly defeated by the Mutants during an assault.

NERLINS



1983 LADYBIRD MOTU BOOKS

The Nerlins were white-bearded little green men from another dimension. They were intelligent and skilled technicians, but they were terrorized by giant carnivorous beasts. The Nerlins were rescued and came to work as assistants in Man-At-Arms' workshop.

OGRES



1983 FILMATION MOTU ANIMATED SERIES

The ogres were a warrior race from Eternia's Mystic Mountains. Although they appeared barbaric, they had access to advanced technology. They would often attack in large numbers.

ORCS



1983 FILMATION MOTU ANIMATED SERIES

Orcs were small, gray humanoids who wore maroon uniforms and fought with a variety of weapons. They were relentless in battle and extremely dangerous en masse. They did not speak the common language of Eternia.

Years in the past, the Orc Wars took place in the Sands of Time between the orcs and humans. Chad's grandfather Elden was a veteran of that war.

1983 LADYBIRD MOTU BOOKS

The orcs depicted in the Ladybird books were very different from those appearing in the Filmation series. Dull-witted and filthy, the green-skinned and pointy-eared orcs served as generic minions for many villains. Their black hair was usually tied back, and some wore helmets and earrings. With their claws and fangs, they were fearsome adversaries.



OVERLORDS OF THE ETERNAL DIMENSION

1983 FILMATION MOTU ANIMATED SERIES

The Overlords of the Eternal Dimension were assembled after the Council of the Wise disbanded. Zodac was a member of both groups.

OVERLORDS OF THE TIMELESS DIMENSION

Overlords of Trolla

Sorcery

2008 MOTU CLASSICS

The Overlords of the Timeless Dimension were a council of powerful wizards on Trolla. They directed many agents in the conflict between good and evil. They tried to contain the magical Aura of the Gods and the Star Tree. In order to protect it, the Overlords infused its magic into the Sword of He.

Gorpo, one of the Overlords, believed the universe would descend into chaos without a single ruler and set out to make himself Master of the Universe. The other Overlords stopped him and banished him into the Unnamed Dimension, where he became known as the Unnamed One. The Overlords then created the Cosmic Enforcers, a group tasked with counteracting the Unnamed One's predicted chaos by maintaining neutrality throughout the universe.

The Overlords, seeking to counterbalance the evil in the Five Dimensions, blessed the heroic Lord Ry'Gus Hope with great powers and sent him to bring hope and light to the Dark Dimension of Despondos.

While the Overlords did not directly interfere in conflicts, they remained actively engaged in commanding their agents to keep chaos at bay. Their Cosmic Enforcers occasionally helped the forces of evil as well as the forces of good, although they more often aided the heroic Masters of the Universe in their conflicts on Eternia.

PANTHER MEN



1983 GOLDEN MOTU BOOKS

The Panther Men were the purple-furred guardians of one part of the Sunbird. They possessed fangs, claws, and tails and wielded wooden clubs. Despite being somewhat humanoid, they were susceptible to Beast Man's animal-control powers.

PELEEZEANS



2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES

The Pelleezeans were a race of small furry creatures who made their home in the village of Pelleezeaa. Led by a shaman elder, they were peaceful, welcoming, and generous. Any visitor was offered food and shelter.

Seventeen years prior to the rise of He-Man, the Pelleezeans were betrayed to Prahvus by one of their own named Odiphus (later Stinkor).

The village was saved by the Sorceress, who remained there for some time, tending to a wounded soldier. Out of appreciation, the villagers carved her image on the wall of a cave. Years later, the older generations of Pelleezeans still remembered the Sorceress's kindness and heroism.

PEOPLE OF THE SWAMP



1986 BRAZILIAN ESTRELA MOTU MINICOMICS

The People of the Swamp were a peaceful race of Eternian beings who resembled small teddy bears. They resided in Eternia's swamps and were once enslaved by the villainous Tung Lashor.

PIRATES OF DRUNDAGAR



Electronic boomerangs

1986 BRAZILIAN EDITORA ABRIL MOTU COMICS

Drundagar's spacefaring robot pirates were sentient mechanical beings bent on the destruction of the Volturians. The evil pirates loyally served Drundagar and were quite powerful, though many of them were instantly incinerated by

Granamyr's fiery breath. The pirates primarily used electronic boomerangs as their weapons.

PIXIES

1985 POP WORLD ANNUALS

The Pixies were small, childlike, and mischievous. They would often gather in large numbers outdoors and dance.

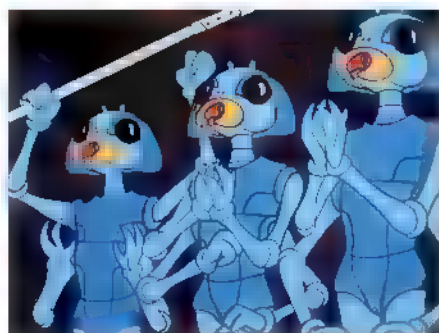
POLTERITES



1986 BRAZILIAN EDITORA ABRIL MOTU COMICS

The residents of Eternia's moon Polter were diminutive green beings who lived in various kingdoms located throughout Polter. Most Polterites were bald and had a single antenna on top of their heads. Older Polterites appeared to have white hair and beards. A wise group called the Council of the Three Old Men provided advisement to the inhabitants of Polter. Polter's most famous son was Gorpo (Orko), prince of the Kingdom of Stein. Strangely, Gorpo looked and behaved little like his fellow Polterites.

POLTI



1983 FILMATION MOTU ANIMATED SERIES

The Polti were an insect-like race on Eternia who were very territorial and mistrustful of humans. Ruled by a wise queen, they were the keepers of an ancient war device.

PRIMANS



Primands
People of Primus

1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES

In general, Primans were defined as the human inhabitants of the planet of Primus. In the *New Adventures of He-Man* animated series, the Primans were said to be the last of their kind. They had long ago rejected violence and buried their weapons, leaving them vulnerable to attacks by the Denebrian Mutants.

PRINCESSES OF ETHERIA



1986 GERMAN POP AUDIO PLAYS

The Princesses of Etheria consisted of Adora and her friends. Though they each lived in their own homes, they frequently visited Adora at Crystal Castle. They were all in love with Bow and became jealous if one succeeded in capturing his attention. Though they sometimes squabbled among themselves, they were united against Catra.

PRISONSTAR WARDENS



1986 UK MOTU COMIC MAGAZINES

The Prisonstar Wardens were in charge of the huge intergalactic prison complex known as the Prisonstar, where the most dangerous criminals in the whole universe were incarcerated. The Prisonstar Wardens were highly trained warriors, with the necessary skills to keep these particularly deadly and evil criminals under control.

PROTECTONS



1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES

The Protectons were creations of the people of Makkina. They were advanced robots who could transform into a battle mode when threatened. While their neutral mode was a fairly innocuous cylindrical shape, their battle form was covered in pointed spikes with arm-mounted lasers. They were coordinated by a master control program. The Protectons ultimately rebelled against their creators and took control of the planet.

PYGMIES

1983 LADYBIRD MOTU BOOKS

The Pygmies were a race of small beings who were friendly with the forces of good. They lived in mud huts within a village protected by a wall of sharpened poles. They used spears and blowguns to defend themselves.

QADIANS

2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES

The Qadians were a race of feline people led by Chief Carnivus in the village of Felis Qadi and the settlement of Felis Folia. After an attack by King Hssss, the Qadians were temporarily transformed into Snake Men. Chief Carnivus and his people, previously neutral, agreed to an alliance with King Randor and the Masters of the Universe.

RATTLOR HOUSE

2008 MOTU CLASSICS

The Rattlor House was a family of the Snake Men in service to King Hssss and their creator, the Unnamed One. Siltyo, known later simply as Rattlor, was the Rattlor House's most accomplished member.

REBRUNK NURUS

2008 MOTU CLASSICS

The Rebrunk Nurus were an insectival race of aliens from the planet Phelibio IX. The Horde warrior Mantenna was a Rebrunk Nurus.

REPTILE CREATURES



1986 UK MOTU COMIC MAGAZINES

These reptilian creatures populated a strange city in ancient Eternia. When He-Man and Man-At-Arms were teleported to Eternia's past by Hordak's machinations, they found themselves attacked by the reptiles and their trained beast, the Zergoid. When their king realized He-Man and Man-At-Arms meant them no harm, the heroes were able to reason with him and stay in the company of the reptile creatures until they found a way to return to their own time period.

REPTILE MEN (I)



1983 FILMATION MOTU ANIMATED SERIES

The Filmation MOTU series presented two groups referred to as Reptile Men. One of these groups served the Keeper of the Flame—a wizard chosen to ensure that the Crimson Scourge did not escape its prison. When Kor became the new Keeper of the Flame, it became apparent that they did not share his kind nature and were ready to obtain the information they needed by force.

The second group was a green-skinned race who dwelled in some of the more hospitable parts of the Sands of Time. They came in many shapes and sizes. Though they were barbaric, the Reptile Men possessed high-tech weaponry.

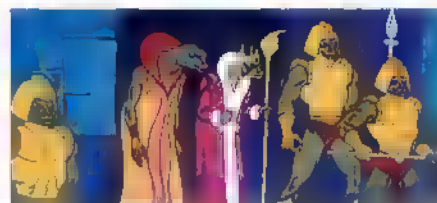
REPTILE MEN (II)



1983 GOLDEN MOTU BOOKS

The Reptile Men of the Golden books were slimy reptilian pirates who served Mer-Man. They traversed the Swamplands in a flying pirate ship.

REPTONS



1983 FILMATION MOTU ANIMATED SERIES

The Reptons were a race of snake people on Eternia ruled by King Pythos. They were kept alive in their city by the magic of the Eternal Flame. Though they appeared primitive, they possessed and used high-tech weaponry. One of their kind betrayed them and left to become the evil Kobra Khan.

REVENGE SQUAD

2008 MOTU CLASSICS

When Horde Prime destroyed the Kaydex Crystal, he created a chain reaction that caused eruptions in the skies over Trolla. The barrier between dimensions shattered, and a crack in space-time allowed the Unnamed One to send his force, the Revenge Squad, to Trolla.

Commanded by Lady Slither from her fortress of Snake Lair, the Revenge Squad decimated Trolla and thinned the ranks of the Defenders of Trolla who protected the Temple of Power. Despite their tremendous victories, Lady Slither bemoaned their inability to capture the temple. When He-Man and Skeletor were accidentally teleported to Trolla, they took sides in the conflict. Skeletor allied himself with Lady Slither, promising to defeat He-Man for her but actually intending to claim the Temple of Power for himself. Skeletor led the Revenge Squad on a raid of the temple, claiming them as his own Evil Warriors despite his intention to betray them. Skeletor and the Revenge Squad were defeated by He-Man and the Defenders of Trolla.

RIDERS OF MORC



1984 GERMAN INTERPART-CONDOR MOTU COMICS

The Riders of Morc were dangerous and demonic evil warriors who conquered the otherworldly realm of Morc. They forced the original human inhabitants to flee and built a castle in the shape of their leader's head. Because of the riders, Morc became known as the Monsterland. After coming to Eternia through an interdimensional gate, they kidnapped He-Man and brought him to an arena in their castle to be fed to their leader's gigantic pet monster. They wanted He-Man out of the way so they could conquer Eternia themselves. He-Man tricked their leader into falling into the arena, and the monster killed him and destroyed the castle, presumably killing the Riders of Morc as well.

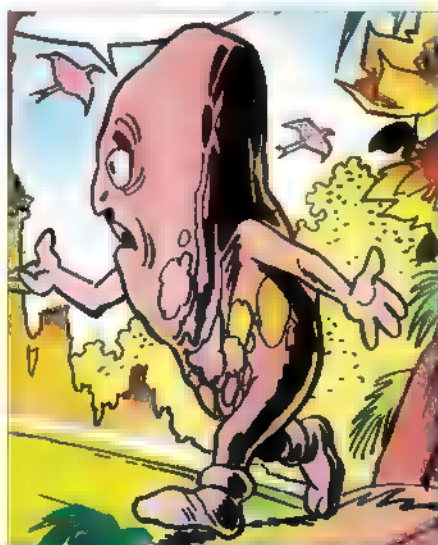
ROBOT BOUNTY HUNTERS



1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES

The Robot Bounty Hunters were a sinister group of androids who served the mysterious being known as the Great One. Artilla had once been a member of the group before he broke his ties with them and escaped. The bounty hunters were all of a similar design to Artilla, though less advanced and not as well armed.

ROCK CREATURES



1986 UK POP COMIC MAGAZINES

The Rock Creatures were a peaceful tribe of anthropomorphic rocks who lived on the rocky plains near the Whispering Woods. They were friendly with Adora. Their young were expected to pass a series of tests of their wisdom and bravery, to prove they were ready for adulthood, and then consume the Lava of Fire, which would turn them into adult Rock Creatures. The demon who dwelled within the Cave of Fire was a longtime friend of the Rock Creatures, but their young were not told this, as they were expected to overcome their fear of him in order to pass the test.

ROCK PEOPLE



FOR THE FACTION LED BY STONEDAR, SEE COMET WARRIORS

1983 FILMATION MOTU ANIMATED SERIES

The Rock People were an extremely peaceful race living underground on Eternia. Two of their number, Rabar and Togar, broke with their people's peaceful ways. They were rival leaders and aggressive toward those who lived aboveground.

ROYAL COUNCIL

1983 LADYBIRD MOTU BOOKS

King Randor's Royal Council was a group of advisers who were typically present in his throne room.

SANNS

1986 UK MOTU COMIC MAGAZINES

The Sanns were an ancient race of powerful demonic creatures that tried to conquer Eternia centuries in the past. They were defeated by the Elders and banished to the Netherworld so Eternia might be safe from their evil. Only the answer to a certain riddle would allow them to return to Eternia and conquer Castle Grayskull. When Skeletor brought the greatest of the Sanns—Kallu, the Lost Magician—to Eternia, Kallu proved too difficult for him to



control and sought the answer to the riddle so that his own race could invade Castle Grayskull. But after Skeletor provided him with an incorrect answer to the riddle—courtesy of

He-Man and Man-At-Arms, who were aware of the Sanns' history—Kallu failed in his attempt to attack Grayskull, and He-Man used the power of his sword to return Kallu to the Netherworld.

SCAREGLOWS

2012 DC MOTU COMICS

Scareglows were a race of ghost-like demons with black bodies and purple capes. They had skulls for heads. Very little was known about them, but they existed for many centuries and were talked about long before the time of Prince Adam. Like the Beast Men, the Scareglows were thought to be only a story even during those ancient times.

When Skeletor faced off against the Justice League, he summoned Scareglows to attack them. The Scareglows did not speak but instead made howling "Skree!" sounds. They could be harmed, as He-Man was able to cut off one of the Scareglows' arms with his Sword of Power. After the Eternity War, when Skeletor used his new powers as Master of Death to summon spirits across all time and space, among them was a single Scareglow.

SCIENCE COUNCIL

2008 MOTU CLASSICS

The Science Council was a body of Eternian scientists to whom inventors or their apprentices could present their creations.

SCORPIONI

2008 MOTU CLASSICS

The Scorpioni were a race of powerful women warriors with claw-like hands and stinging armored tails who lived on Etheria.

SEA FAIRIES



1985 FILMATION POP ANIMATED SERIES

The rarely seen Sea Fairies were tiny, brightly glowing women with beautiful wings. They wore dresses and boots.

SEA PEOPLE



1983 LADYBIRD MOTU BOOKS

The Sea People were a crustacean race ruled by Mer-Man beneath the oceans of Eternia, serving him as soldiers, guards, and spies. They wore clothing made of seaweed and carried tridents, along with Zero-Energy projecting weapons. They could breathe both in water and on land.

SELKIES



1985 FILMATION POP ANIMATED SERIES

The Selkies were a hottheaded, walrus-like race that resided in the Kingdom of the Snows on Etheria. Led by Chief Narwhal, they were easily duped into declaring war upon the Snow People.

SENTINELS OF GRAYSKULL



1983 LADYBIRD MOTU BOOKS

The Sentinels of Grayskull were mysterious, masked guards who defended Castle Grayskull from evil. They carried laser rifles.

SERULANS

1983 GOLDEN MOTU BOOKS

Led by A-Zor, the Serulans were a race of human freedom fighters in another dimension who fought against Ver-Dant's tyranny.

SHADOW PEOPLE



1983 LADYBIRD MOTU BOOKS

The Shadow People existed in the Valley of Osgor. Though humanoid in shape, they possessed large pointed ears and glowing white eyes. Shadow People could only survive in darkness.

SHADOW-FOLK

1986 UK MOTU COMIC MAGAZINES

The Shadow-Folk were the inhabitants of the Shadow Land and occasionally called on He-Man for help.

SKELCONS



1983 LADYBIRD MOTU BOOKS

The Skelcons were blue-skinned humanoids with horned light-blue skulls and beak-like mouths. They dwelled beneath Snake Mountain and were utterly subservient to Skeletor. Their purple clothes were similar to their master's, and they served him as infantry, guards, technicians, engineers, and servants. They wielded swords and daggers featuring a bone motif. Without Skeletor's guidance, they were lazy and cowardly creatures.

2008 MOTU CLASSICS

The Skelcons were a race of demons who dwelled in the Dimension of Infinita and worshiped the bones of their ancestors. Skeletor brought them to Eternia, where they served as his foot soldiers, wearing skull masks and wielding bone weapons. During a battle with Hordak, the Skelcons were returned to Infinita, but Skeletor's power over them remained. When Despara planned her attack on Eternia years later, she resurrected Skeletor in part to use his power over the Skelcons, whom she enhanced with dark magic, giving some of them wings. The Skelcons later kept Skeletor's remains in a temple, hoping to resurrect him.

SKELETIDS



1983 FILMATION MOTU ANIMATED SERIES

The Skeletoids were half-sized duplicates of Skeletor, which Skeletor created using the Duplicator machine he stole from Man-At-Arms. He set them upon the Royal Palace of Eternos, and his army of Skeletoids soon overran the Royal City. Although he intended to use them to take over Eternia, the Skeletoids all shared Skeletor's personality, and this proved to be their weakness when they began to fight among themselves over which of them deserved the seat of power in Eternia. This gave He-Man the opportunity to destroy the machine, causing the Skeletoids to vanish.

SKELETON WARRIORS

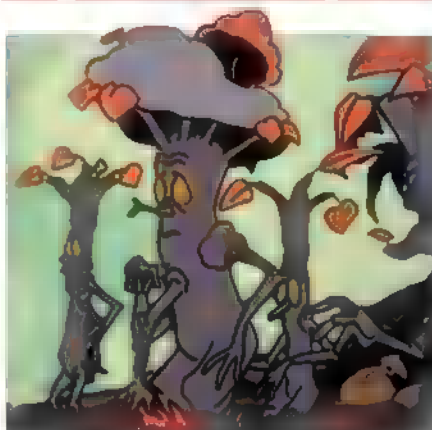
2002 MVMCREATIONS MOTU COMICS

The Skeleton Warriors that Skeletor created for himself seemed to act independently enough to fight against any enemies with weapons such as swords and axes. They did not talk or show individual thinking, and once they were smashed into pieces they did not regenerate. The Skeleton Warriors followed instructions and were able to fly



Terrordactyls, but they were not the brightest pilots. All Skeleton Warriors looked alike, though most troops had gray armor over their bodies, and those that appeared to be working closer to Skeletor on a mission wore red armor to stand out from the others.

SKYLANDERS



1985 FILMATION POP ANIMATED SERIES

The Skylanders were peace-loving, anthropomorphized trees who lived on a floating island high above Etheria's surface. Their roots and branches served them as limbs. They were led by Argos.

SLAVES



1985 FILMATION POP ANIMATED SERIES

The moment the Evil Horde gained a foothold on the planet of Etheria, they began to enslave the populace. From every kingdom and village that they conquered, the Horde captured groups and made slaves of them. Often moved onboard Horde Slave Transports, the slaves could often be found in the dungeons of the Fright Zone or various mines across Etheria, mining important minerals for the Horde.

1986 UK POP COMIC MAGAZINES

The UK comics showed slaves who were Horde captives from the villages of Etheria, forced by Hordak to work in the giant Horde Trooper Factory, manufacturing the Troopers. Although they were made to work in the assembly lines putting Troopers together, the slaves sabotaged as many Troopers as possible, putting in faulty parts such as defective logic circuits and impaired targeting systems. This was why many of the Troopers were stupid or unable to shoot straight. After becoming aware of the slave operation, She-Ra freed them, and Castaspella opened a magical portal to transport them back to the Whispering Woods.



SLEBETOR SLUG-MEN

Draining energy from foes

2008 MOTU CLASSICS

The Slebetor Slug-Men were a race of amphibious creatures who lived deep in the Lake of Gnarl on Eternia. One of their number, K'ull'leusshhhh, was captured by the Horde and mind-wiped, becoming Leech.

SLITHERIANS



1986 UK MOTU COMIC MAGAZINES

The Slitherians were an evil reptilian race that threatened the world of Jungulia. Grizzlor's race, the Jungulians, defended the planet against the

Slitherians and eventually drove them from their world. Although Grizzlor was the baby of his family, due to his strength and savage anger, he was allowed to join in the war against the Slitherians.

SNAKE CLAN



FOR THE FACTION LED BY KING HISS, SEE SNAKE MEN

1983 FILMATION MOTU ANIMATED SERIES

The Snake Clan was a race of somewhat snake-like people who coexisted peacefully alongside the Ape Clan in Eternia's ancient past. Skeletor's arrival during their time caused the two factions to go to war. His subsequent defeat allowed them to make peace once more.

SNAKE MEN

King Hiss
Rattlor
Tung Lashor
Snake Face
Sssqueeze

Clan of the Viper
First Ones



1983 MOTU MINICOMICS

The Snake Men were an ancient race led by King Hiss. They conquered planets thousands of years in the past and then came to Eternia and took Snake Mountain as their base. They were banished by the Elders into a timeless void, where they did not age. Their hatred for Eternia increased exponentially as the millennia wore on. Once they were freed thanks to Skeletor, they wreaked havoc upon Eternia during He-Man's day.



1984 UK WORLD MOTU ANNUALS

The World annuals presented more information about the Snake Men's history. Centuries before, thousands of Snake Men warriors had marched across Eternia, spreading out and conquering everything in their path. They built Snake Mountain and Viper Tower, from which they organized their campaigns. Their efforts were short lived, as the Elders banished them to the Timeless Dimension. This extended their lives by millions of years, but their memories were unable to cope with this, and thus they did not always remember their past, particularly their original occupation of Eternia, which occurred at the



time the Elders held their magical seat at the Pyramid of Myrabim. They were imprisoned for hundreds of years.

When Skeletor heard about the Snake Men's existence, he sought to use his magic to free them and bring them back into Eternia's dimension. The task, however, was too much for

his powers, and he was only able to release five of the Snake Men, including King Hiss, Rattlor, Snake Face, Sssqueeze, and Tung Lashor.

1984 GERMAN MOTU AUDIO PLAYS

The German audio plays portrayed the Snake Men as a spacefaring clan who had induced terror on many planets throughout the universe. They came to Eternia at the invitation of Skeletor to aid in the war against the Masters of the Universe. Unlike the Horde, they were completely loyal to Skeletor.

1986 MARVEL STAR MOTU COMICS

In the Marvel Star comics, the Snake Men were imprisoned in a tomb beneath Snake Mountain by the Elders. Skeletor freed King Hiss, Rattlor, and Tung Lashor, who initially joined the ranks of his minions. Eventually, however, the Snake Men separated from Skeletor. Under the leadership of King Hiss, they sought to conquer Eternia for themselves. Kobra Khan defected from Skeletor's warriors and joined them, while Sssqueeze and Snake Face were depicted in Hordak's service.



1986 UK MOTU COMIC MAGAZINES

In the UK comics, the Snake Men had conquered many worlds before setting their sights on Eternia. Long ago, they conquered the planet and ruled from their base at Snake Mountain. For years, the people of Eternia lived in fear under their tyrannical regime. Early attempts at resistance proved futile, and the Snake Men enjoyed total dominance across Eternia.



A group of wise Elders, led by Keclar, gathered to decipher what could be done about the Snake Men. They combined their heroic power and banished the Snake Men into the Timeless Dimension, where they remained for millennia.

Over the next few thousand years, King Hiss's power, along with his hatred of Eternia, grew. In time, Skeletor released him by feeding his own power into the Cosmic Pool beneath Snake Mountain. King Hiss, in turn, released Tung Lashor and Rattlor, forming the Clan of the Viper.

Without the numbers to conquer the planet on his own, King Hiss and his Snake Men formed an uneasy alliance with Skeletor and his Evil Warriors, and the two factions worked together to conquer Eternia. Not long afterward, Hiss also freed Snake Face and Sssqueeze. The group set about recovering Viper Tower, their old command center, from where it had been sunk into the ground

by the Elders. They succeeded in raising the tower, but it was soon taken by the Heroic Warriors.

The Snake Men maintained aspirations of reasserting their dominance over humankind, and King Hiss harbored hopes of one day freeing his entire army and unleashing them across Eternia once more.

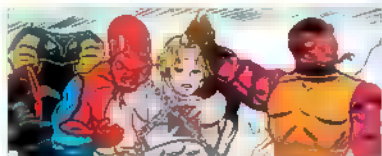


1987 GERMAN EHAPA MOTU COMICS

In the Ehapa comics, due to their relatively smaller numbers, the Snake Men often lent their aid to either Skeletor's Demons of Evil or the Horde.

1987 ITALIAN MAGIC BOY MAGAZINES

In the Italian *Magic Boy* comics, the Snake Men were quite deadly and successfully captured He-Man at one point. The Snake Men revered a deity known as the Snake Goddess and seemed to crave power and supremacy above all else. Kobra Khan even went so far as to covetously snatch the Black Crystal of Power from the clutches of King Hiss himself.



1987 POWER TOUR

In the Power Tour, it was revealed that in Ancient Eternia the Snake Men were enemies of the five Wizards of Good. The Snake Men were eventually led by Hordak, who directed them to launch an attack upon Eternia. The wizards subsequently defeated the Snake Men and sealed them behind a mystic wall.

2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES

The MYP series drew from earlier depictions of the Snake Men, adding fresh details to create a new history. The Snake Men did not come from an outer world to Eternia but existed already in ancient times. Among King Hssss's thousands of Snake Men warriors, only the most powerful possessed unique powers, such as Snake Face's gorgon-like ability to turn others into stone or General Rattlor's extending neck. All Snake Men could manifest gills to breathe



underwater and had regenerative qualities.

The enormous snake god Serpos aided them in their conquest and devastated entire populations before the Council of Elders imprisoned him in stone long in the past. The Snake Men took residence in their deity's petrified shell, which would serve as an im-

pregnable fortress known as Snake Mountain. After Hordak came to Eternia, he fought against the Snake Men, and they went into hiding. After King Grayskull defeated Hordak, the Snake Men slowly started to emerge again.

Similar to other canons, the Snake Men were defeated by the Elders, but this time Zadak helped them, and in contrast to banishing them into a timeless void, they were sealed in a timeless prison called the Void, located deep under Snake Mountain.

Many years later, Kobra Khan freed the Snake Men. They ousted Skeletor and his Evil Warriors from their citadel and renewed their campaign against the kingdoms of the Light Hemisphere. To assure their success, King Hssss recovered the Serpent's Ring, the Ophidian Spire, and the Medallion of Serpos and plotted to transform everyone into Snake Men. They released Serpos once more but were defeated by the Masters of the Universe with help from the Council of Elders, summoned by He-Man.

2008 MOTU CLASSICS

The Classics provided a more complicated history for the Snake Men, presenting them as creations of the Unnamed One, who created them by magically combining the DNA of three cold-blooded alien races. He bred them to be his loyal foot soldiers in an ever-expanding army. He assigned several battalions to the Viper Lord King Hssss and sent him to Eternia to plunder its secrets and hidden magic. After fighting King Grayskull and the Horde during the First Ultimate

Battleground, the Snake Men were soundly defeated.

After Kobra Khan freed the Snake Men five thousand years later, they battled He-Man and the Masters of the Universe for a time before joining forces with the Evil Horde for the Second Ultimate Battleground. They were finally defeated and destroyed when Orko undid the magic spell that created them.



2012 DC MOTU COMICS

The 2012 DC comics presented a different depiction of the Snake Men. Also known as "the First Ones," the Snake Men were the original inhabitants and rulers of Eternia. Banished to the Ring of Death in Subternia, they were finally freed when Teela became the new Sorceress. The Snake Men regarded her as the Sorceress of Serpos, a mouthpiece to the Goddess herself.

The Snake Men joined forces with the Renegade Masters of the Universe in order to fight their common foe, the Horde.



IMAGE COURTESY OF DC COMICS

Snake Strike Squad

2008 MOTU CLASSICS

The Snake Strike Squad was a newly created unit of fighters who served King Hssss during the Second Ultimate Battleground. The squad fought alongside piloted Horde Boa Jets against a squadron of Blaster Hawks.

Snow Dwarfs of Crystal Mountain



1983 LADYBIRD MOTU BOOKS

The Snow Dwarfs of Crystal Mountain were wise and magical elders who lived in a citadel at the top of Crystal Mountain on Eternia.

SNOW PEOPLE



1985 FILMATION POP ANIMATED SERIES

A proud warrior race, the Snow People lived at Castle Chill and served Frosta loyally.

SOLAR SAILOR CREW



1985 FILMATION POP ANIMATED SERIES

The crew of Sea Hawk's *Solar Sailor* were a loyal group of men, all skilled in the ability to oversee a flying ship. The crew believed in Sea Hawk, and they carried out his orders without question. Many were skilled swordsmen and in peak physical condition. However, their singing voices left a lot to be desired.

SOLDIERS OF DARKSPUR

1985 FILMATION POP ANIMATED SERIES

Serving the wicked King Darkspur, the gray-armored knights carried out his orders without question, many of them fearful of his wrath. They bullied Darkspur's prisoners and always wore armor which bore the red skull-like emblem of King Darkspur.

SPACE PIRATES



1983 FILMATION MOTU ANIMATED SERIES

Led by Sticky Fingers, the Space Pirates were a group of criminals who traveled from planet to planet, attacking villages and stealing everything they could.

SPINNERS



1984 UK WORLD MOTU ANNUALS

The Spinners were a spindly, diminutive Eternian race renowned for manufacturing the strongest ropes on the planet.

SPIRITS OF THE DECEASED

1984 GERMAN MOTU AUDIO PLAYS

The Spirits of the Deceased were phantoms who existed in the Mystic Mountains. Though invisible to the living, their whispers could be heard by those who passed through their lands. They disliked intruders, but whether or not they could harm trespassers remained unclear.

STAR COUNCIL

1984 UK WORLD MOTU ANNUALS

The Star Council was a group which only convened at times of dire trouble in the kingdom of Eternia. They were brought together by King Randor.

STAR MERCHANTS

2008 MOTU CLASSICS

Star Merchants were traders and salespeople who came to ancient Eternia selling goods and livestock. They brought winged griffins that eventually broke loose from the merchants' control and colonized a region deep in the Vine Jungle.

STAR SISTERS

1986 US POP MAGAZINES

The Star Sisters each possessed unique powers. Starla could sense danger and had the magical powers of star glitter. She carried a star-tipped staff. Tallstar could extend her limbs, which enabled her to grow taller than the highest trees. Doing so also gave her increased strength. Jewelstar, the youngest Star Sister, could fold herself into the shape of a glistening crystal. She could use the crystalline aspects of her body to refract light and blind or confuse her enemies. The magical Glory Bird protected and guided the Star Sisters. The Sisters had to return to their Crystal Cavern at every new moon, when the starlight was at its brightest, in order to recharge their powers.

An evil sorceress who was jealous of the Star Sisters' goodness locked them within a crystal

SPELEANS



2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES

The Speleans were a race of bat-like people ruled by Lord Dactys in the caverns of Subternia. They were skilled metalworkers, crafting steel swords at a great forge to use to defend themselves against the Caligars, with whom they shared hostilities. They were gifted with excellent hearing and were powerful fliers, swooping down on their enemies with enough strength to lift them off the ground.

Lord Dactys represented the Speleans on the Eternian Council, joining other races in the Light Hemisphere in their struggle to stem the spread of evil.

SPECIAL ABILITIES

Flight
Superhearing

2008 MOTU CLASSICS

The Classics canon provided a different version of the Speleans' history. During the Great Unrest, the Spelean ruler (known here as Lord Dactus) led them into battle on the Eternian surface alongside King Miro and the Caligars. When the Speleans returned to their home, they found it in ruins and blamed the Caligars, who in turn blamed the Speleans for the mysterious destruction of their own fiefdom. For years, the two races remained bitter enemies until the threat of the Snake Men enabled King Randor to convince them to join forces.



SPIDER ARMY

1986 UK MOTU COMIC MAGAZINES

When a chance combination of two failed experiments by Man-At-Arms and Hordak, and a magical bolt from Skeletor, turned an ordinary spider into a giant creature with advanced intelligence bent on conquering Eternia, the spider summoned hundreds more of its race and put together a machine that both enlarged them and increased their intelligence. The lead spider sent its new army after the Heroic Warriors, and they succeeded in overpowering several of them and trapping them in their webbing. However, back in their lair, the Spider Army decided their power was superior to that of their leader, and they turned on him, trapping him in their webbing and declaring they would conquer Eternia themselves. They marched on Viper Tower to go after the Heroic Warriors, but He-Man devised a plan that cancelled out the effect of the machine and restored the Spider Army to normal size.



prison inside of a deep cavern. ■ was She-Ra and Swift Wind who discovered and freed the Star Sisters from their prison.

2008 MOTU CLASSICS

An evil sorceress who was jealous of the Star Sisters' youth and beauty imprisoned them in a shooting star and sent them hurtling through space. After arriving on Etheria, they were released from their prison by She-Ra. They joined the Great Rebellion in gratitude. Later, they fought in the Second Ultimate Battleground on Eternia.

STARBAND MARSHALS

Starband

1984 UK WORLD MOTU ANNUALS

The Starband was a group of interstellar lawmen. Rio Blast was once a member of the Starband.

1986 UK MOTU COMIC MAGAZINES

In the UK comics, the Starband Marshals were established by Rio Blast on the world of Loredos ■ an attempt to protect its people and its precious Feridium mines from Horde Prime. Rio and the Starband became legendary. When Horde Prime



retaliated against them, he succeeding in destroying the planet. Rio Blast was the only surviving member of the Starband Marshals.

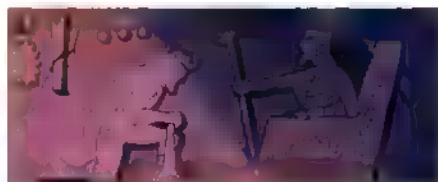
SYLANI



1983 FILMATION MOTU ANIMATED SERIES
The Sylani were three diminutive, fairy-like people who dwelled within the Whispering Valley.

They were tasked with maintaining peace in the valley and protecting the last unicorn.

SYLCONS



1983 FILMATION MOTU ANIMATED SERIES

The Egyptian-like Sylcons were an ancient Eternian civilization that vanished thousands of years in the past, leaving only a temple behind. They had fought against King Tamusk and were responsible for the creation of the Time Wheel.

THENURIANS



1986 MOTU NEWSPAPER STRIPS

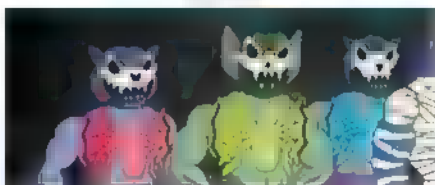
Thenurians were ■ short, stocky alien race with reddish skin, pointed ears, and gill-like slits. They favored long

robes and coats. Gwildor was shocked when he saw what he believed to be a female Thenurian, as he believed he was the only Thenurian on Eternia.

1987 MOTU FILM

The 1987 MOTU film established that Thenurians were peaceful and trusting in every way.

THREE TERRORS



2016 SUPER7 CURSE OF THE THREE TERRORS CARTOON

Terror Bat, Terror Wolf, and Terror Jaguar, collectively known as the Three Terrors, were a trio of animal-headed warriors from Eternia's distant past. They served the evil being King Heltor, who ruled Eternia for many millennia. The Three Terrors helped him spread terror across the land and their lair was found at Mount Prometheus in the Canyon of Spiders.

TIME AGENTS



2008 MOTU CLASSICS

The Time Agents were an organization created by King He-Man to police the timeline and fought for the Royal Family throughout history. He sent one agent, the Mighty Spector, back to the days of the Great Wars to fight alongside his ancestor, King Grayskull. Following the wars, Spector brought the warrior Sir Laser-Lot, whom a younger He-Man had met during his own time-travel adventures, forward to the future to serve as King He-Man's new Man-At-Arms.

After King He-Man's son Prince Dare took up the Sword of He to become He-Ro II, the Time Agents helped him escape from the Unnamed One to Preternia.

TORCS



1983 FILMATION MOTU ANIMATED SERIES

Like the orcs, Torcs were small, gray creatures in maroon uniforms. Unlike the orcs, however, they were quite intelligent and capable of speech.

TORGS



1983 FILMATION MOTU ANIMATED SERIES

The Torgs were ■ barbaric race led by King Von. Tough and strong, they wore very little protective armor in battle. Though appearing primitive, they had access to advanced technology, which they used in their assaults.

TORLOCKS



1984 UK WORLD MOTU ANNUALS

Torlocks were a hideous horned tribe of green beings from Eternia's past. They were notorious for being both mischievous and ill tempered.

TREE PEOPLE



1983 FILMATION MOTU ANIMATED SERIES

The Tree People lived within Eternia's Crystal Forest and were often at war with the Cave Dwellers. They were a fit and resourceful people with ■ vast knowledge of both nature and science.

TROLLANS

Sorcery
Levitation

1983 FILMATION MOTU ANIMATED SERIES

Trollans were a blue-skinned race of diminutive, levitating beings from the world of Trolia. Though many were sorcerers, not all Trollans practiced



magic. Trollans kept their faces hidden at all times, only showing them to those they loved in a ritual similar to an engagement. Frankster was not the only exception. It was stated that he came

from a race of Trollans that did not follow the custom of covering their faces. It was also said that purple blood ran through Trollan veins.

1985 FILMATION POP ANIMATED SERIES

Though otherwise consistent with the Filmation MOTU series, the POP series gave us a look at Flotsam Prison on Trolia, in which Trollan convicts were incarcerated. They wore orange-and-white garb and did not seem to have any ability to perform magic, relying instead on brute force.

2008 MOTU CLASSICS

The Classics gave its own version of Trollan lore. A group of the most powerful Trollans became the Overlords of Trolia and captured the Aura of the Gods after it swept through the Five Dimensions. After they created the Sword of He, members of the Trollan elite were assigned as guides for those who would wield it. In general, Trollans were a kind and peaceful people, apart from the evil Gorpo, who betrayed the Overlords and was banished to the Nameless Dimension to become the Unnamed One. The Sword of He, from which the name "He-Man" originated, included the Trollan word for power, "he."

2012 DC MOTU COMICS

In the 2012 DC comics, a possessed Orko transformed his fellow Trollans into demons with sharp teeth and glowing eyes. These creatures were so powerful, it took the combined power of He-Man and Superman to fight them off. He-Man hoped to one day free them from Orko's control.



IMAGE COURTESY OF DC COMICS

TROLLS

1983 MOTU MINICOMICS

The MOTU minicomics depicted trolls as a vicious and diminutive warlike race with yellow skin and dark tufted crests upon their grotesque heads. Though small, they were aggressive and carried primitive hammers made of rocks and sticks.



1983 LADYBIRD MOTU BOOKS

The trolls presented in the Ladybird books were of another type. Tall, hairy, and bestial, the trolls were savage, bloodthirsty creatures who allied with Skeletor, serving as a sort of army.



1985 FILMATION POP ANIMATED SERIES

The trolls of the Filmation POP series were a race of peaceful, yet highly skilled, warriors led by the wise King Ahgo. When the Horde invaded Etheria, the trolls offered to help defend against them alongside the other Etherian races but were rebuffed by the prejudiced humans. They moved away from the rest of civilization, creating a home for themselves in Spikeheart. Eventually, the trolls and other races of Etheria made peace and fought together against the Horde.



An ancient race with a history spanning thousands of years, the trolls had knowledge long since lost to other Etherians. They played a vital role in helping She-Ra discover the location of the Crystal Castle on Skydancer Mountain.

1986 UK MOTU COMIC MAGAZINES

The UK comics presented us with a race of trolls who lived in the Cave of Karnack, beneath the Murky Mountains. He-Man and his comrades encountered the trolls as they tunneled their way through the mountains to battle one of Skeletor's schemes. The trolls were no threat to the heroes, for they were cowardly and quickly scared away from the scene by a warning blast from He-Man's sword.

TWIGGETS

1985 FILMATION POP ANIMATED SERIES

The Twiggets were a diminutive, purple-skinned race with white hair who resided in the Whispering Woods. Connected to its magic, the Twiggets would feel the effects of any harm that came to their forest home. They were particularly good at blending in with the woods, becoming nearly invisible. They made use of this to confuse intruders. Many Twiggets lived in a village near the Whispering Woods. They were led by King Sprite and Queen Sparkle.

The Twiggets were allied with the Great Rebellion and were always willing to aid in the fight against the Horde. In battle, the Twiggets demonstrated cunning tricks and used their size cleverly. Some Twiggets, mainly Sprag, wielded crossbows which could shoot a variety of missiles, though they most commonly used exploding bullets filled with sneezing powder.



1986 UK POP COMIC MAGAZINES

In contrast to their previous depiction, the Twiggets in the UK comic magazines were only three in number (Sprag, Spritina, and Sprocket), and they were also lazy, loving nothing more than finding a comfortable place in the woods for their afternoon nap. Although peaceful and harmless creatures, they were occasionally preyed upon by the Horde for use in their schemes, and in these instances they showed bravery and courage in spite of their small size. They were otherwise kind and gentle creatures that loved the company of She-Ra and her friends in the Great Rebellion.



TYCONS



1983 FILMATION MOTU ANIMATED SERIES

The Tycons were an ancient Eternian race who had become nearly extinct and now dwelled within underground catacombs. They were very large and green in color, possessing unique yellow wings and oversized black eyes. They were extraordinarily strong, especially the Tycon leader, Tycor. They had to regularly consume three times their body weight to survive.

UGLY BUNCH



1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES

The Ugly Bunch were a criminal organization operating from Denebria. They were among the most dangerous outlaws in the Tri-Solar Galaxy and were led by Tri-Lock.

VARGONIANS

1986 UK MOTU COMIC MAGAZINES

The Vargonians were the inhabitants of the Eternian village of Vargo. They were the recipients of charitable contributions from Hordak, such as



food and clothes. Although this convinced them that Hordak had changed his ways, they were merely being used as pawns to lure He-Man into a trap.

VEBEX ROCK MEN

2008 MOTU CLASSICS

The Vebex Rock Men were aliens from the Tri-Solar System. One of their number, Callix, joined Hordak's forces when the Horde first invaded Eternia.

VEJULIAN GWITHROL TROLLS

2008 MOTU CLASSICS

The Vejulian Gwithrol Trolls were a diminutive race of Eternian dwarfs who lived in Tundaria. One member of their clan was the brilliant inventor Gwildor, who was noted for his unusual curiosity and great intellect.

SEE ALSO: THENURIANS



VIPER HOUSE

OTHER NAMES

Viper Clan

2008 MOTU CLASSICS

The Viper House, also known as the Viper Clan, was the royal household of King Hssss—one of the Unnamed One's chief generals in his serpent army. The house ruled over Eternia for three hundred years until D'Vann Grayskull led an army to free Eternia from Hssss's oppression.

VIZEPIANS



1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES

The Vizepians were a mysterious race of energy beings who dwelled in deep space. They resembled large, cloaked balls of purple energy with two glowing eyes.

WAR STAR CREW



1986 MARVEL STAR MOTU COMICS

Hordak's War Star Crew were significantly different from his typical Hordesmen. The alien beings boasted bulbous heads and thin bodies. They were clad in green spacesuits.

WAVE-LATORS



1986 UK MOTU COMIC MAGAZINES

The Wave-Lators were beings of pure electrical energy who powered Horde Prime's War World.

WHISPS

1986 UK POP COMIC MAGAZINES

The Whisps were a race of living lights who were led by Whill and made their home on the Honeycomb Asteroid. They spoke Galacti-Talk, a language She-Ra could understand. Their leader, Whill of the Whisps, warned She-Ra of a great danger to them and Etheria. They provided She-Ra with her Starburst Cape and tiara. Afterward, She-Ra provided the Whisps with a new home in Crystal Falls.



WIDGETS



1983 FILMATION MOTU ANIMATED SERIES

The Widgets were a diminutive race who lived in a fortress in the Widget Woods on Eternia. They mined Coridite and were led by Kando.

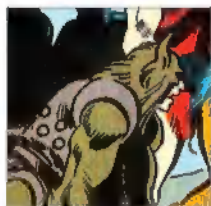
Despite their size, they were brave and always willing to help the Heroic Warriors, though they were taken advantage of from time to time by the Evil Warriors. Their usefulness and friendship proved that their tiny stature was unimportant.

WITCHES OF FIRE

1983 FILMATION MOTU ANIMATED SERIES

Long ago, the Witches of Fire threatened the Forgotten Forest. A previous Man-At-Arms, long before Duncan, drove them away and saved the forest.

WOLF PEOPLE



1983 GOLDEN MOTU BOOKS

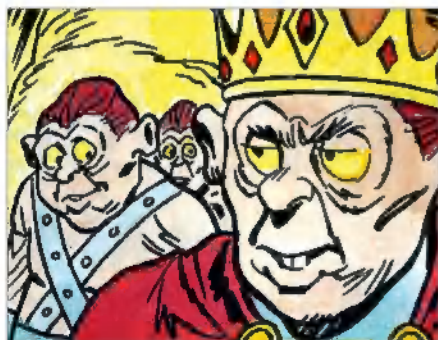
Only one Wolf Person appeared in the Golden book *Secret of the Dragon's Egg*. He was seen alongside Beast Man and Goat Man as well as two other unnamed humanoid creatures, one of which was a reptile man and one of which was a cat man. It is unclear whether the unnamed wolf creature was a member of a larger race or not.

1984 UK WORLD MOTU ANNUALS

The MOTU World annuals depicted the Wolf People as a noble race who had once, long ago, been ruled by Agnar. When she died, a jewel-encrusted statue in her likeness was created. Later, the statue was stolen by the pirates of the *Tradewind*. The Wolf People declared that whoever returned the statue would be their true leader.



WUGLIES



1986 UK POP COMIC MAGAZINES

The Wuglies were a troll-like people who lived in the Wugly Warrens beneath a mountain in the Kingdom of the Snows. They were ruled by King Rark. Wuglies were a reclusive race and spoke Freezian.

WITCHES OF THE WESTERN HILLS



1984 UK WORLD MOTU ANNUALS

The Western Hills had always been a place of superstition. The Witches of the Western Hills appeared there, transforming into ravens, taking flight, and terrorizing any who traveled through their domain. They were, in fact, an illusion created by Skeletor and Evil-Lyn.

XYKS



1987 GERMAN EHAPA MOTU COMICS

The Xyks originated from the planet Xygon, where they were threatened with extinction. They wanted to repopulate their planet with people whom they abducted from other worlds, including Eternia. The Xyks themselves were never seen; they preferred to operate through their robotic ambassadors. They traveled inside a massive spaceship which contained a city where they apparently lived.

ZACTONS

SPECIAL ABILITIES

Suspending time

1983 FILMATION MOTU ANIMATED SERIES

Zactons were thousand-year-old robots who were programmed to protect the treasures of the Ancient



Ruins. They had no legs, simply gliding along the ground, and could not be reasoned with. A beam which they projected from their chests could suspend intruders in time. They were quick to act without processing new information.

ZOOTRONS

1985 FILMATION POP ANIMATED SERIES

The Zootrons were levitating guards at the Horde zoo under the command of Vultak. They possessed metallic tentacles for capturing foes and wielded a stun stick.



ZUMMI-DEES



1986 UK MOTU COMIC MAGAZINES

Zummi-Dees were large Eternian human-bee hybrids who were attracted to the scent of sunflower oil.

ZUNDAR GOBLINS

1986 UK POP COMIC MAGAZINES

The Zundar Goblins lived deep within the cavernous underground regions of Etheria. They preferred to be left alone, and few dared encroach upon their territory lest they suffer their wrath. They were the keepers of the Stone of Secrets, which they had once stolen from a wizard, before Shadow Weaver stole it from them.





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